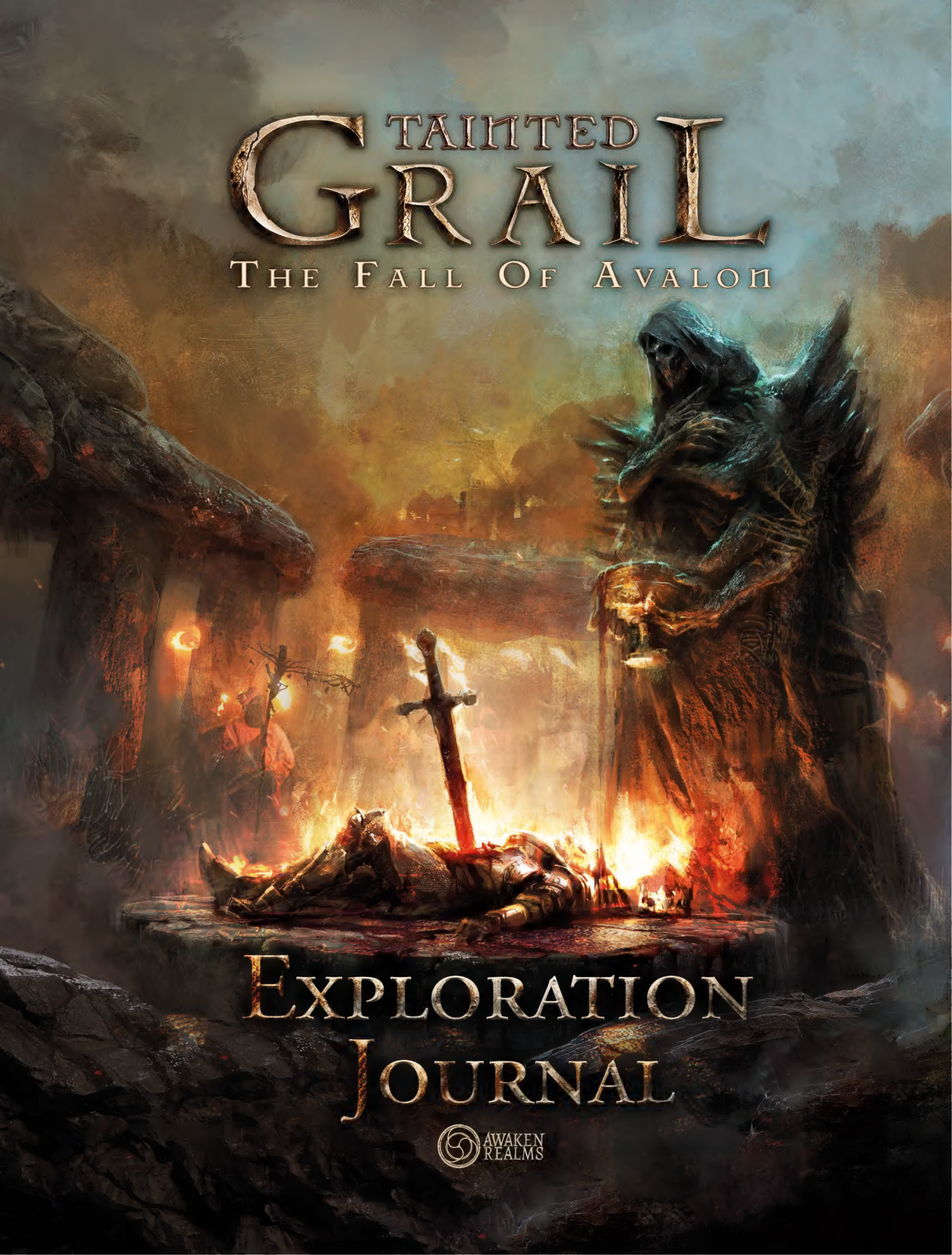

TAINTED
GRAIL
THE FALL OF AVALON
EXPLORATION
JOURNAL
AWAKEN
REALMS

Tainted Grail
The Fall of Avalon

Exploration
Journal

What is the Exploration Journal?

Every Location in Tainted Grail has a corresponding section in the Exploration Journal – this will be your primary way of progressing the story of the game. Each Exploration Journal section is sorted according to Location Numbers located on the edge of each page of the Journal, as well as each Location Card.

If the Location card also contains a Dream seal or a Menhir seal next to its name, its Journal will contain these respective sections – they're always last.

Using Exploration Journal

Refer to the Exploration Journal whenever you see this icon in the game or perform an Exploration Action. Be sure to only open the section corresponding to the Location you're Exploring!

If you were sent to a specific Verse in the Journal, go there. If not, start reading from the top of the first page of your current Location.

I) Choices and Requirements

Some Verses require you to choose one of several options. All choices in the Exploration Journal are marked with bullet points.

Some choices may be locked behind various requirements. Sometimes you need a specific Attribute, a certain status (story-trigger), or a particular Character. When in a Party, it is enough for one member to meet the requirement.

> *For example: one of the choices reads:* Requires the "**Red Sign**" Secret card (**66**) and 5 Rep. *If there are two Characters in a Party, and one of them has the required card, and one of them has required* Rep, *they can pick this option.*

Additionally, some particularly difficult or important interactions require **all Characters** – to initiate these choices, all Characters need to be in a Party and pick this option together.

II) Automatic redirections

Some parts of the Journal automatically send you to another Verse, depending on the statuses (story-triggers), your Abilities, or other variables. It is essential to follow these prompts.

For example: you Explore a location, and the first line reads: If you have the "**Kingslayer**" status, go to Verse 10. *You must go to Verse 10 immediately, and shouldn't read any text beyond this first line!*

III) Rolls and checks

Several events found in the Exploration Journal contain a random element – usually, they require you to roll a six-sided die and add your Attribute or other modifiers. When in a Party, always use the highest Attribute level available among the Party members. DO NOT add the attributes from multiple Characters.

> *For example: Beor (2) and Ailei (3) are asked to roll a die and add their . The die shows 1, so the final result is 4 (1 plus the highest value of 3).*

IV) Decoding Secrets

Secrets are hidden so players don't read them by accident. They often include important mysteries of Avalon and its people – you should read secrets only when instructed to! You can find all of them in the Book of Secrets at the back of the Journal.

Whenever the Exploration Journal directs you to three empty Dial outlines, you must decipher the number of your secret. Place Dials in all slots so the directions of skulls in the Journal and on the Dials match. Then, read the numbers indicated by the arrows under the Dials.

For example:

This means you should go to Verse 352 in the Book of Secrets.

V) Rewards and Payments

When Exploring, players often **gain** resources, **lose** resources, or **pay** with resources. Each time a reward scales with the number of players, it's clearly indicated. Most rewards are non-scalable; exploring alone is more dangerous, but at least you don't have to share your loot!

> *For example: a Party of 3 players solves a quest and receives a reward:* Gain 1 Wealth and 1 Item. Each Party member gains 1 Exp. *This means the Party first receives* 1 Wealth *Resource and 1 Item card to share among them. Then, each Character also receives* 1 Exp *point.*

Players should always try to share the loot in a way that's both fair and maximizes their potential. If they can't agree, the Chronicler makes the final call (and if there's no Chronicler, the player with the lowest Character Number decides).

Please note: there is an important difference between "pay" and "lose" keywords. If a Character doesn't have enough Resources to cover the required payment, they cannot pick an option that requires them to pay. However, if a choice causes a loss, the Character may always select it – the loss simply subtracts a certain number from their current Resources, even if they are insufficient (or equal to 0).

Any time Characters are instructed to **gain**, **pay** or **lose** a resource in the Journal, they will see one of the following 3 types of statements. Please note the difference between them:

- **Gain 1 Wealth** – it means 1 chosen Character in the Party gains 1 **Wealth**.
- **Each Party member gains 1 Wealth** – it means each Character in the Party gains 1 **Wealth** (a Character Exploring alone is also considered a member of their own, 1-person Party).
- **Each Character gains 1 Wealth** – each Character in the game (regardless if they are in the Party) gains 1 **Wealth** each.

VI) Encounters

Sometimes your choices in the Exploration Journal trigger a specific, named Encounter in one of four colors. Each time this occurs, search all cards of this color for the required Encounter and resolve it immediately. Please note: depending on the Chapter of the game, this card may not be in your Encounter deck!

There are also some unique, story-related Encounters printed on the pages of the Book of Secrets. Treat them just like card-based Encounters.

VII) Ending Exploration

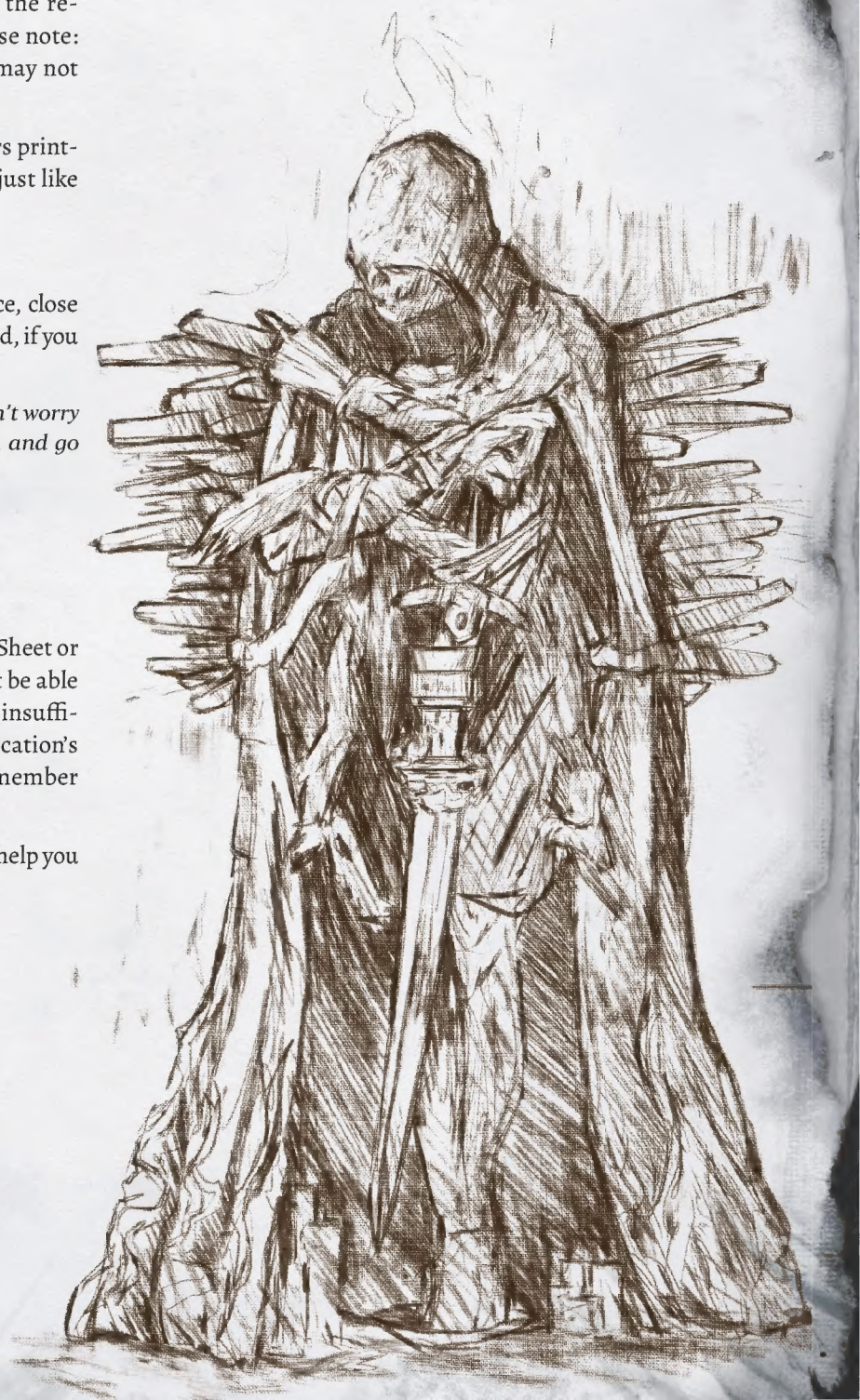
Whenever you reach the "**Exploration ends**" sentence, close the Exploration Journal (and flip back the Location card, if you flipped it over when exploring).

> *If you haven't seen everything in this Location, don't worry – you can always start a new Exploration action, and go to the initial choices again.*

Player Notes

We recommend you take notes – either on your Save Sheet or in the Adventurer's Notebook. Sometimes you won't be able to progress through certain interactions because of insufficient resources or Attributes. Writing down the Location's number and required conditions can help you remember where to return in the future.

Writing down important names or story bits can also help you throughout the game.



A deep feeling of loss fills everything in Cuanacht – from dilapidated farms to the sunken eyes of those who remain in town. The menhir in the market is all but extinguished and everyone brave or resourceful enough has left to find a solution.

If you **have** the "**Winds of Wyrdness**" status, remove this Location card from the game and replace it with **Location 121**. Then, Explore this new Location for free.

If you **have** the Secret card **66** – go to Verse 4.

If you **have** the "**Hunter's Mark**" status – go to Verse 6.

Otherwise, choose one:

- **Visit the families of the champions from the first expedition** – *If you're to find them, knowing more about them might help.* Go to Verse 1.
- **Ask the townsfolk to help you prepare** – go to Verse 3.
- **Rest for the day in your own home** (this will end your day)– go to Verse 5.
- **Wander the alleys twisted by the wyrdness** (only if the Menhir model is not in this Location) – go to Verse 9.
- **Leave** – Exploration ends.

1

This long winter, nearly everyone here lost a friend or a family member. First, to hunger. Then, to disease. Finally, the five remaining pillars of the community, the only heroes this land had ever known, suddenly left. Now, when you look into the distant eyes of the last remaining residents, you realize they want to forget.

- **Loosen their tongues with mead** – *There is an old custom: a late-night wake for those who wandered far from their home. Holding it for everyone who left with the expedition won't be cheap, though.* Pay 1 Wealth or 1 Food and go to Verse 2.
- **Ask them to share their burdens** (requires at least 1) – go to Verse 2.
- **Leave** – go back to the start of this Location and make another choice.

2

It takes a while to break the silence of the grief-stricken people, but when you do, stories of separations and departures flood you like torrential rain. You try to remember every detail. The color of a palfrey horse the village priestess, Neante, rode. The ornament on the hauberk that young Lord Yvain wore. The strange drinking horn Erfyr, the smith, used to lug around. The birthmark of Fael, the master huntsman. The embroidered cape of Aubert, the seasoned traveler who'd seen all parts of the island. Who knows what detail can help you down the road?

Gain part 1 of the "**Fate of the Expedition**" status. Exploration ends.

3

Though they have little left, they share with you their last remaining supplies. Somehow, this seems unworthy of a hero, but since all the true heroes were lost, who will dare to question your methods?

If you **have** at least 1 Rep and you **don't have** the "**Scrounger**" status, each Party member gains 2 Food; then, gain 1 random Item and the "**Scrounger**" status. Exploration ends.

4

Some people in Cuanacht do not take that well.

Roll a die and add +2 for each point of your . Check the total result:

1-3 – *Sticks and stones hurt, but the fact your own kin turned against you causes even more pain.* Each Party member loses 1 , 1 , and 1 Rep. Each Party member gains 1 .

4-5 – *You manage to break out and escape.* Each Party member loses 1 and 1 Rep.

6+ – *You teach them a good lesson. Perhaps too good – you don't stop hitting until one of them lies dead in a puddle of blood.* Each Party member gains 2 and loses 2 Rep.

Exploration ends.

5

Many would refuse to call this place a "home," but the familiar setting brings you some much-needed serenity. As you lay to rest in your bed, you can't help but wonder whether it is the last night you will ever spend under this roof.

If there's an active Menhir in this Location, each Party member gains 4 and loses 3.

If there's no Menhir in this Location, each Party member gains 1 and 1.

You Pass for the rest of the day. Exploration ends.

6

Three women mourn in front of the long hall. One of them has lost her child, a girl of eight recently butchered like an animal in the hills outside Cuanacht.

You feel your legs giving way. The faint memories of the night hunt now burn your mind like hot iron. You stumble away, trying not to look at the mourners' faces.

If you **don't have** part 1 of the "**Mourning Song**" status, each Party member gains 2. Then, gain part 1 of the "**Mourning Song**" status and choose from the following:

- **Visit the families of the champions from the first expedition** – go to Verse 1.
- **Ask the townsfolk to help you prepare** – go to Verse 3.
- **Rest for the day in your own home** (this will end your day) – go to Verse 5.
- **Wander the alleys twisted by the wyrdness** (only if the Menhir model is not in this Location) – go to Verse 9.
- **Leave** – Exploration ends.

9

The statue in the market has gone dark. The streets slowly change their positions. Houses you remember since you were a child disappear or move away. Strange figures roam in the dark. Days and nights blur together.

After six centuries, this land finally returns to the wyrdness – taking everyone with it. Some townsfolk hid as deep as they could, and the rest left in a panic, looking for another menhir. You don't have much time until the madness and supernatural horrors claim you.

- **Leave the farmhold** – Exploration ends.
- **Wander the streets** – go to:

Dream

In your restless dream, a pale lady rises from the water, her eyes milky and her skin spoiled with rot. She whispers something into your ear. Her breath smells of sea salt, kelp, and rotten fish. You barely remember the words, but there was something about three enigmas. One is hidden in the deepest cells under the isle of the dead. It eludes traitors and people with no affinity for magic. One is clutched in the grasp of burned hands and arms, but only those whose spirit is strong enough shall wrestle it free. The final enigma is buried in a mist-covered mound. Reaching it requires raw brute strength - or obtaining the right tools from someone who can shape wyrdsteel.

What could all of it mean?

Hint: The dream refers to three out of eight Locations surrounding Cuanacht. It's possible some of them are not yet revealed.

Nightmare

In your dream, a Wyrm the size of a mountain rises from the west – his skin shimmering with all colors of the rainbow. He draws close, opening his jaws as if ready to swallow the entire farmhold. Strangely, most people on the streets of Cuanach aren't even looking toward the creature. They are looking at YOU, with sadness and disappointment.

"You told us it would be alright..." A small girl breaks into tears.

You wake up and can't fall asleep again until the dawn.

Each Character who has this Nightmare gains 1.

Menhir

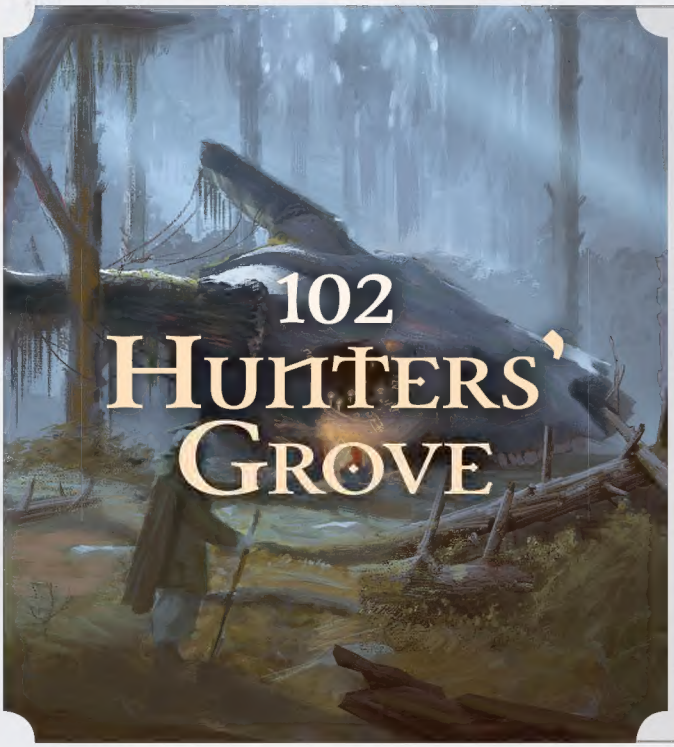
The local menhir is weathered and cracked. It requires special attention.

Requires **all Characters**, the **Menhir Rites** Secret card, and the **Stoneshaper's Tools** Secret card.

Pay 2, 2, 2 Wealth, and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.

Hint: The Menhir in your hometown will be beyond your help for quite some time. Other nearby Menhirs are easier to activate.



102 Hunters' Grove

It's still here, as always. Enormous, empty eye sockets start to watch you as soon as you descend into the moss-covered basin. The horns – as wide as a long ship – are now a home for countless birds. Inside the vast skull lies a quiet, candle-lit shrine with several straw mattresses strewn about.

The local hunters call this ancient skull the "Stagfather" and lay charms and offerings around it. The legends say the Stagfather takes the dreamers away to join him on a Great Hunt.

If you **don't have** the "**Tracker**" status – go to Verse 3.

Otherwise, choose one:

- **Sleep in the shrine** – go to Verse 1.
- **Dig through the offerings** – go to Verse 4.
- **Deface the shrine and leave a message to other hunters** (if you **have** part 1 but **don't have** part 2 of the "**Mourning Song**" status) – go to Verse 6.
- **Leave** – Exploration ends.

1

You lay your head on the straw mattress and discover the inside of the skull is marked with crude, red paintings, depicting scenes of the hunt.

You Pass for the rest of the day. Read the Dream section of this Location.

2

The enormous skull burns like a funeral pyre. Forest birds flee their nests weaved between the massive antlers. Flames spread quickly, engulfing the grove, as you watch this conflagration standing over the body of a defeated beast.

For better or worse, no one will be able to join the great hunt now.

Each Party member gains 2 Exp. Gain part 2 of the "**Mourning Song**" status. Exploration ends.

3

A trail of blood and broken branches is not unusual in the sacred forest of the Great Hunter. You almost pass it without noticing – when an imprint of a bloodied hand on a white birch's bark catches your attention.

This prey certainly wasn't an animal...

Gain the "**Tracker**" status.

Then, choose one:

- **Follow the trail** – go to Verse 5.
- **Carry on** – go to the start of this Location and make another choice.

4

Clearly, if they left their coins here, they did not want them anymore, right?

If you don't have part 5 of the "**Pillager**" status, gain 1 Wealth. Gain part 5 of the "**Pillager**" status. Each Party member with 1 or more gains 1 . Exploration ends.

5

A tangle-haired bowmaiden lies hidden deep in the briars, clenching her pierced gut. It looks like the hunter became the prey.

Judging by the bowmaiden's hisses and curses, there's still some fight in her. You approach regardless. Her wound looks beyond your help. There's only one place where they can tend to injuries like this – the Island Asylum off the coast to the south. But it's a long trek to save a bloodthirsty servant of the Stagfather.

Place a Time Token on the Dial and set it to 2. This Dial moves with your Character model. As long as you have the Dial, add 1 to each cost you pay.

When the Dial ticks down to 0, discard it – this will make the task impossible to complete. You can also voluntarily discard the Dial at any time.

New Task: Bring the wounded bowmaiden to the Island Asylum and Explore the asylum to find help for her.

Exploration ends.

6

You return to the grove and stand in front of the ancient Stagfather with fury in your heart and a blazing torch in your hand. In this last moment, doubts fill your mind. Could this all be a coincidence? There are so few friendly powers on this island – should you destroy one of them?

Finally, you step forward and put the torch to one of the straw mattresses. A roar just behind your back sends your heart racing. You turn, facing an advancing beast. Did the fire draw it? Or is it the Stagfather's vengeance?

Draw four cards from the green Encounter deck and pick the one with the highest value. Resolve the combat.

If you win (or enemy Ran Away) – go to Verse 2.

Otherwise – Exploration ends.

Dream & Nightmare

If you **have** part 2 of the "**Mourning Song**" status, your sleep is dreamless tonight. Otherwise, read on:

You drift off under this ochre-painted constellation into a restless sleep where you chase a young doe in the hills just outside Cuanacht.

You wake early in the morning in a cold sweat with several fresh cuts. The taste of blood fills your mouth. Beside you, raw pieces of meat lay carefully wrapped in leaves.

If you **don't have** the "**Hunter's Mark**" status, each Character in this location gains 2 Food. Then, gain the "**Hunter's Mark**" status.

103 Warrior Fair

The sea of tents bustles with the sounds of combat and haggling, though you can't help but notice that even this festival has grown smaller since last year.

It is a strange place. On one side: lords and rich merchants from all over the island. On the other: young men trying to prove themselves in combat and earn a contract (or a rare lone warrior looking for a new master).

- **Learn about the Cuanacht's champions and their expedition** – go to Verse 1.
- **Take part in the grand tournament** (one Character only, requires no "**Deal Breaker**" status) – go to Verse 2.
- **Explore the city of tents** (only if you **don't have** part 1 of the "**Helping Hand**" status) – go to Verse 4.
- **Buy a contract and try to sell it for a profit** (pay 1 Wealth) – go to Verse 9.
- **Leave** – Exploration ends.

1

It doesn't take long before you meet some inland merchants who saw a party like the one you're looking for on the road to Timberwall hold, three weeks ago. It appears the heroes of Cuanacht journeyed to find the entry to the cursed ruins of the Fore-dweller capital, Tuathan, with plans to retrieve something of great value.

Weird and troubling news. Maybe there's something else to learn?

- **Search for more witnesses** (pay 1 per Party member) – go to Verse 7.
- **Leave** – go back to the start of this Location and make another choice.

2

You step into a sand-covered ring, surrounded by a wooden fence, avid gamblers, and prospective contract buyers. You nod to your enemy. The rules are simple: you strike until your opponent yields or is unable to do even that. The blades are blunt, but each contestant knows a simple truth: the more enemies left maimed, the less competition for high paying contracts...

Resolve the "**Lone Squire**" gray Encounter (Difficulty 2) – if at any point you **have** 2 or fewer left, the fight is interrupted and you lose.

If you win (or the Enemy Runs Away) – go to Verse 3. You do not get any Loot for winning this Encounter!

Otherwise – Exploration ends.

3

A grim physician examines your wounds and bruises, applying pungent ointments. In the meantime, you notice a commotion among the gamblers and bookmakers. It would seem your next contender retreated from the tournament. For better or worse, you advance straight to the final round of combat! The next contestant is a seasoned veteran of the fair, with many contracts under their belt.

Gain 2 . Resolve the "**Seasoned Warrior**" gray Encounter (Difficulty 2) – if at any point you **have** fewer than 2 , the fight is interrupted and you lose.

If you win – go to Verse 8. You do not get any Loot for winning this Encounter!

Otherwise – Exploration ends.

4

A long-haired shield-bearer stops you as you pass one of the tents.

"Are you looking for a contract? Please, buy off mine! My wife is sick; they say it's the Red Death. I need to get to her before she passes. My lord won't grant me leave. He wants to send me up north, to fight his pitiful border war. I cannot do that now! Please, can you buy off my contract and let me go? I'll pay you back, I promise!"

Buying a contract of someone who you're not likely to see again is probably not the best idea. Still, there's something earnest in the soldier's eyes.

- **Pay 1 Wealth** – gain 1 Exp and part 1 of the "**Helping Hand**" status. Exploration ends.
- **Leave him** – *He trails off, broken and sad.* Exploration ends.

6

The skald met the heroes of Cuanacht a week ago, just south of Farshire. There were only three of them left – tired, wounded, and shocked by Lord Yvain's death. The Skald's face goes gray, as he mentions a creature chasing them: an apparition bearing a pale three-eyed mask of a Fore-dweller.

New Task: It seems you have to hurry and find the group before it's too late.

Gain part 6 of the "**Fate of the Expedition**" status.

Exploration ends.

7

After a while, travelers' faces start to blur with one another. Approaching a new group, you find you no longer remember whether you already talked to them or not. You're about to give up when you notice an old, hunched skald sitting by the mead tent. You join him and soon discover he might know something or he wants to cheat some drinking money out of you.

- **Pay him** (pay 1 Wealth) – go to Verse 6.
- **Convince him to talk** (requires at least 2) – go to Verse 6.
- **Let him be** – Exploration ends.

8

The crowd cheers madly. You are drunk with exhilaration. Everyone wants to have a round of ale with you, and noblemen trample one another trying to get your contract. You pick the best offer, promise to take care of formalities tomorrow, and go on to celebrate.

Gain 1 Wealth, 1 Exp, and 2 Rep. You Pass for the rest of the day. Before the End of the Day, go to Verse 10.

9

After a while, you manage to get ahold of a mercenary contract of a young warrior. Unproven, yet full of potential just like you.

If you **have** the "**Deal Breaker**" status, or if there is a Time Token on this Location, Exploration ends – no one will trade with you.

Otherwise, roll the die and add +1 for each point of . Check the total result:

1-4 – *You don't know half of the age-old rules and customs governing this trade. You make some novice mistakes, and your trade partner feels cheated. After some commotion, you are thrown out of the fair, with your contract confiscated to pay a fine.* You Pass for the rest of the day. Gain the "**Deal Breaker**" status. Exploration ends.

5-6 – *This is harder than it looks. After several rounds of strenuous negotiations, you barely break even.* Each Party member gains 1 Exp and loses 1 . Gain 1 Wealth. Place a Time Token on this Location. Exploration ends.

7+ – *It takes some legwork and fake smiles, but you manage to upsell your contract to an elderly, naïve lord from the south. He babbles a lot, and you soon learn he plans an unwinnable war against a much stronger neighbor. The young man you have offered him will almost certainly die.*

- **Carry out the trade regardless** – each Party member gains 1 Exp and 1 . Gain 3 Wealth. Place a Time Token on this Location and then Exploration ends.
- **Call off the trade** – *After that, no one will want to deal with you!* Gain 1 Exp. Gain the "**Deal Breaker**" status. Exploration ends.

10

Go to:

104 Charred Conclave

It doesn't take long to find it; you just have to follow your nose. The remnants of an enormous wicker man kneel at the bottom of a small vale. You were here when it was set alight, years ago. The day was wet. The wicker man smoldered but didn't burn. Its victims dozens of tightly packed druids are still inside, their melted faces and charred beards pressed against the bars, and looking toward the gray, silent skies. Barely audible, ceaseless whispers seem to fill the air.

If you're playing **Maggot** – go to Verse 10.

Otherwise, choose one:

- **Stay awhile and listen** – go to Verse 1.
- **Dig through the remains** – go to Verse 2.
- **Leave while your sanity remains intact** – Exploration ends.

1

You stand there for a while, pondering whether this massacre was justified. The druids were blamed for the return of the Red Death, but without them, the plague kept on, while the menhirs weakened.

The whispers in the wind become louder with every minute. There's still some form of life left in the burnt-out husks. You wonder what knowledge or madness they can bestow.

- **Learn from the Conclave** (pay 1 per Party member) – go to Verse 10.
- **Leave** – Exploration ends.

2

You hum a joyful song to drown out the whispers and get to work. Prying apart half-melted bodies is grim and foul work, but you do find some valuables that were locked away with the unfortunate druids.

If you **don't have** part 1 of the "**Pillager**" status, gain 1 random non-Companion Item and part 1 of the "**Pillager**" status.

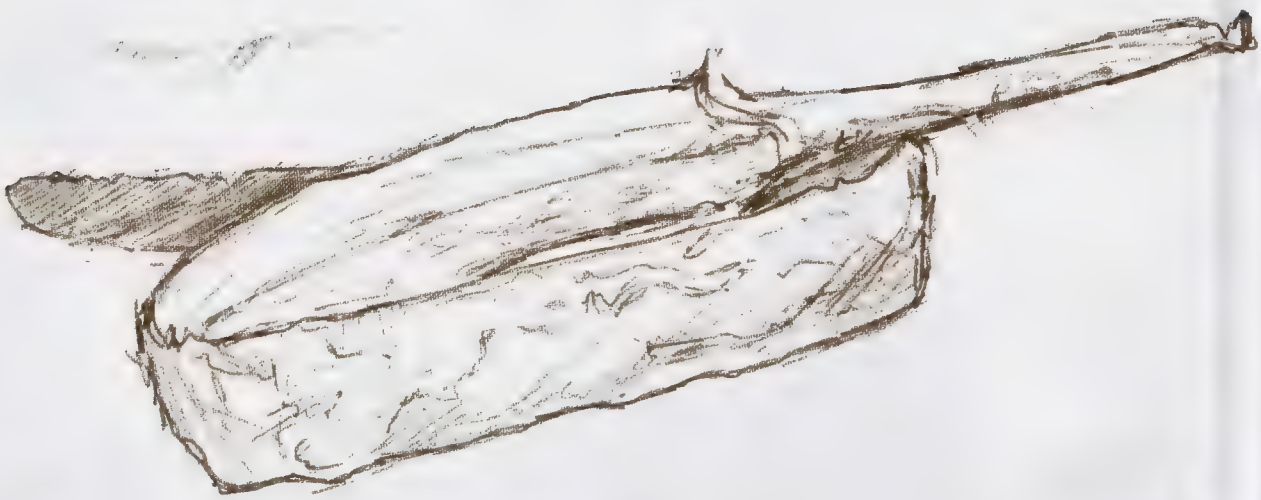
Each Party member who has more than 1 gains 1 . Exploration ends.

4

You break some of the bars open and step inside, choking on the foul smell. "CLOSER!" a voice in your head says. You lie between the charred carcasses and feel their arms wrap around you. "CLOSER!" the voice repeats, as hands begin to pull you in.

- **Try to break yourself free** – go to Verse 8.
- **Lay still** – each Party member loses 1 and gains 1 . Then:

If you **have** the "**Charred Knowledge**" status, go to Verse 5. Otherwise – go to:



5

After a while, you learn to distinguish singular voices in the maddening cacophony of whispers. Several threaten you or throw curses for what your kin have done to the druids. Some cry out in agonizing pain. One describes a secret invocation and a forgotten ritual.

If you **have** at least 3 Magic, go to Verse 7.

Each Party member gains 1 Magic. Each Party member who has at least 1 gains 1.

Exploration ends.

7

There's nothing left for you to learn here.

Exploration ends.

8

It takes a lot of effort, but you manage to break free covered in small cuts and bite marks.

Each Party member loses 2 and gains 1. Exploration ends.

10

The lipless mouths sneer at you. The melted fingers seem to beckon and call you. An angry whisper grows like the sound of the sea. Finally, you realize they want you to come INSIDE. To step behind the charred bars, where their black arms and melted fingers may close around you; into a place where your life should have ended with theirs.

- **Go inside** (requires **Maggot OR** at least 1) – go to Verse 4.
- **Put your ear to the bars and gather what you can from here** – go to Verse 5.
- **Leave** – Exploration ends.

Dream

In your dream, you flee from a rolling wave of darkness slowly consuming the land behind you. You try to pick your paths carefully, making sure to gather ample provisions along the way, and to rekindle any menhirs you find. After a while, the wave catches up with you and swallows you whole.

You come back to the start of the dream. This time you flee as fast as your legs can carry you but hunger, dead ends, and the beasts of this land quickly end your life.

Hint: To survive, you need to move fast, but not at the cost of your Resources or survival tracks!

Nightmare

Your hands desperately tug at the bars of the cage, trying to pry one of them loose. Other people thrash around you in pure terror. Your lungs and mouth begin to fill with thick, oily smoke, rising from those below you. Their screams no longer sound human.

Finally, the flames reach your body, blistering your skin, melting your flesh. A moment of agony and terror. And then, you're back in the cage again, in another place, reliving the execution once again. And again. And again. From two hundred different perspectives. The dream seems to last forever and leaves you completely traumatized and shaken.

Each Character who has this Nightmare loses 1 and gains 1.

105 Forlorn Swords

You rest a while in the shade of titanic swords, their rusty smell causing your nose to tingle. A hundred yards away, an elder smith toils, chipping at the jagged edge of a giant weapon. The hammer he uses to break apart this ancient steel seems very strange, as does the sound it makes.

If there's a Quest Token on this Location – go to Verse 14.

Otherwise, choose one:

- **Attempt to climb one of the swords** – *is that gold you see high up on the pommel?* Go to Verse 1.
- **Try to talk with the smith** – go to Verse 2.
- **Rest in the shade of the sword** – go to Verse 5.
- **Leave** – Exploration ends.

1

- **Try a free climb, trusting your strength and agility** (requires 1 or more) – roll a die, add +1 for each point of your .
- **Study the sword's surface, find the best approach, and climb slowly** (pay 1 per Party member) – roll a die, add +2, then add +1 for each point of your .
- **Prepare ropes and climbing hooks, proceed with extreme caution** (requires 1 or more , pay 2 per Party member) – roll a die, add +5, then add +1 for each point of your .

Now, check your result in Verse 10.

2

If there is a Dial on this Location, go to Verse 3.

If you're playing **Beor** – *You know the smith. He and your missing master used to be friends.* Go to Verse 4.

Otherwise, read on:

The smith does not like unannounced guests or people who'd like to see his methods. You only catch a glimpse of the strange, ornate hammer as he gingerly hides it and tells you to leave in no kind words.

- **Talk him down** (requires at least 2) – go to Verse 4.
- **Refuse to leave** – go to Verse 3.
- **Leave** – go back to the start of this Location and make another choice.

3

Tension runs high. You and the smith both have short tempers. A violent fistfight erupts.

Roll a die and add your . Then, check your result.

1-4 – *He knocks you out and abandons you at the edge of his land.* Each Party member loses 1 and 1 .

5+ – *You manage to push him back and knock out some of his teeth.* Each Party member gains 1 Exp and 1 . Gain 1 Wealth.

Either way, Exploration ends. Place a Time Token on the Dial, set it to 3, and place it on this Location. When the Dial ticks down to 0, discard it.

4

You apologize to the man politely and then hang back, watching. Each strike of his hammer against the surface of the sword produces a sharp, tingling sound.

"This old steel was shaped not with a tool, but with a song," the smith explains after a while. "It takes the same pitch to break it apart. This hammer I have remembers the music of the Fore-dwellers."

After a while, the smith gathers rusty ingots from the grass and invites you to his hut where he shows you the rest of the process.

If you **don't have** the "**Riddle of the Oldsteel**" status, each Party member gains 1 Exp. Gain the "**Riddle of the Oldsteel**" status.

Then, choose one:

- **Leave** – Exploration ends.
- **Attempt to buy the hammer** (only if you **don't have** Secret card **27**) – Pay from 1 to 5 Wealth, then check the result in Verse 8.
- **Attempt to steal the hammer** (only if you **don't have** Secret card **27**) – Roll a die, add +1 for each point of and check the total result:

  1-5 – *The smith catches you red-handed.* Go to Verse 3.

  6+ – Gain Secret card **27**. Exploration ends.
- **Persuade the smith to part with his hammer** (only if you **don't have** Secret card **27** and requires at least 2) – gain Secret card **27**. Exploration ends.

5

You slip into a light-headed daydream.

Go to the Dream. Then, Exploration ends.

6

Go to:

8

How much did you offer?

1 Wealth. *This was an insult!* Roll a die, add your and . If the result is at least 5, go to Verse 3. Otherwise, Exploration ends.

2 Wealth. *The smith asks you to leave in no kind words.* Roll a die, adding your and . If the result is at least 8, go to Verse 3. Otherwise, take your 2 Wealth back – Exploration ends.

3 Wealth. *The smith carefully considers your offer.* Roll a die. If the result is at least 4, gain Secret card **27**. Otherwise, take your 3 Wealth back. Exploration ends.

4+ Wealth. *The smith sighs. He'd been thinking about retirement for some time now.* Gain Secret card **27**. Exploration ends.

10

Your result was:

1-9 – *The rusty surface crumbles in your hand, and you fall to your doom.* Each Party member loses 4 and gains 1. Exploration ends.

10-13 – *You slip several times, cutting yourself on sharp edges before you reach the top.* Each Party member loses 1. If there's no Quest Token on the Location card, go to Verse 14. If there is, remove it, and go to Verse 6.

14+ – *A perfect climb!* If there's no Quest Token on the Location card, go to Verse 14. If there is, remove the Quest Token and go to Verse 6.

14

Sweaty and tired, you're now in a narrow niche that was once the sword's fuller. There, you rest a while, feasting your eyes on the wide-open vistas of the island. From here, you can see there are two more Menhirs near Cuanacht. One sits hidden between the mist-covered mounds of the Fore-dwellers. Another is in the hills near a cursed town known as Whitening.

Put a Quest Token, representing your progress, on the Location card. If you have no left, you're too exhausted to go up or down, and the sun is already setting – go to Verse 15.

Otherwise, choose one:

- **Climb farther up** – *You look up and notice the sword's guard shining far above your head.* Go to Verse 1.
- **Descend** – Remove the Quest Token. Exploration ends.

15

The night in a narrow steel crevice is not a pleasant one. The sword is cold as ice, and the winds coming from over the sea even colder. The dawn finds you exhausted and half-frozen.

Each Party member loses 1. Exploration ends.

Dream

The army of men formed a defensive line with their backs toward the sea a last, desperate stand. But the Fore-dwellers did not attack. Instead, they sent giants to do the dirty work.

As the titans began to advance, men cowered behind their shields and horses panicked. Only Arthur held his ground. He knew the giants would come; he counted on it. Alone, he marched out to meet them, stretching his arms wide.

Half an hour later, the giants bent their knees before the human king and drove their weapons deep into the hill, vowing never to take them up against humans.

Each Character who has this dream loses 1.

Nightmare

Tired from a hard climb, your gleaming reward lies just beyond reach. As you grasp the next notch in the sword, the metal rusts and crumbles in your hands. You tumble backward, the world spinning as you plummet to the ground. Your landing wakes you with a jolt.

Each Character who has this Nightmare gains 1.

106 Fore-dweller Mounds

If you **have** the "**Winds of Wyrdness**" status, remove this Location card from the game and replace it with **Location 123**. Otherwise, read on:

The mist-covered mounds resonate with the sound of spades and pickaxes. Once, only insane treasure hunters worked here. But as more and more gold emerged from under the earth, these burial grounds turned into a regular mine. Or at least "almost regular" people still disappear or go mad here on occasion...

- **Wander deep into the mounds** – go to Verse 1.
- **Chat with the miners** – go to Verse 2.
- **Leave** – Exploration ends.

1

No one was ever able to count the mounds, and the most experience miners claim new ones keep arriving, though no one can explain how. How far do you dare to wander?

- **Stick to the places where other miners work** – roll a die and check your result in Verse 8.
- **Go just beyond the currently explored part** (pay 1 per Party member) – roll a die, add +1 for each point of your . Check your result in Verse 8.
- **Walk and don't stop until you find something interesting** (pay 2 per Party member) – roll a die, add +2 for each point of your . Check your result in Verse 8.

2

You stop and listen to a miner's tale.

"They say a young foreman's apprentice once met a pale, sad girl between the mounds, and she ran from him without a single word. Over the following weeks, he kept slipping away from his work to wander between the mounds looking for her. He saw her two more times, but never managed to catch on. Finally, one day, he noticed the girl running into an open Fore-dweller mound. He followed her.

"The place was dark and teeming with strange powers. The apprentice kept pushing onwards, even as voices taunted him and laughed. Finally, after hours of fruitless search, he emerged from the exit only to discover his body and posture had changed. He was now a young, pale girl. Before she was able to overcome the shock of this discovery, a gruff foreman's apprentice spotted her.

"Shocked and ashamed, she ran away and wandered the mounds for days, until she found an open tomb again. This time, there was an empty coffin inside. The girl was so tired she lay in it and fell asleep.

"She woke up in a comfortable bed, as a six-year-old boy who still shuddered from the intensity of his dream. This dream never left his mind, and finally pushed him to leave his village at the age of fifteen and sign up as a foreman's apprentice in the mounds."

The man who tells you this story has sunken, sad eyes, full of fear and yearning. You thank him for his time and discretely move away.

If you **don't have** part 2 of the "**Burning Mystery**" status, each Party member gains 1 Exp; then, gain part 2 of the "**Burning Mystery**" status. Exploration ends.

3

A burial mound taller than all the others emerges from the mist in front of you, its front gate betraying the same shine as all oldsteel items. You feel uneasy. This is not a good place for a mortal to be.

- **Dig into the mound** – go to Verse 9.
- **Attempt to break through the gate** (requires the "**Oldsteel Smasher**" Secret card or at least 2) – go to Verse 10.
- **Leave** – Exploration ends.

4

Draw and resolve a purple Encounter.

Exploration ends.

8

Your result was:

1 – *Old bones. Shattered pottery. Nothing of value.* Exploration ends.

2 – *The miners scramble in panic as a weird beast jumps out of the mists.* Each Party member with 0 loses 1 . Exploration ends.

3 – *Some Fore-dweller trinkets that can be sold.* Gain 1 Wealth. Exploration ends.

4 – *The thick mist surrounds you while mourning song in an unknown language pierces your mind.* Each Party member gains 1 . Exploration ends.

5 – *You walk right into a creature of nightmare, resting quietly between the mounds.* Draw and resolve a purple Encounter. Exploration ends.

6+ – *You reach the heart of the mounds and stop, awestruck.* Go to Verse 3.

9

After a minute of exhausting work, you hear a chilling sound close by. Your labor has attracted something you'd rather avoid...

Each Party member gains 1 Wealth. Draw two cards from the purple Encounter deck and resolve the one with the highest value.

After that, choose one:

- **Attempt to break through the gate** (requires the "**Old-steel Smasher**" Secret card or at least 2) – go to Verse 10.
- **Leave** – Exploration ends.

10

As you strike the gate, a piercing wail staggers you. You push some scraps of cloth deep into your ears and continue. Soon, a crack appears on the surface of the gate. Then, another one. Finally, the metal crumbles, letting out a piercing cry that makes your ears bleed.

Inside, you find a labyrinth of interconnected rooms and corridors filled with items that defy description. You stumble out hours later, dazed and confused. You didn't even think to grab something to sell but the knowledge that crept into your mind instead is precious.

If you **have** Secret card **11**, each Party member gains 1 Magic and your Exploration ends. Otherwise, read on.

Gain Secret card **11**. Each Party member gains 2 Exp and 2 Magic.

CONGRATULATIONS! You've completed your first Quest. You now know how to wake the ancient Menhirs! When you finish a Quest, make sure to always follow the instructions in the "**Success**" section of your Quest card.

You now have to get to a Location with a Menhir icon and activate its Menhir before your time runs out! Exploration ends.

Dream

There are no dreams in this place. The sleep is as cold and silent as the mounds themselves.

Nightmare

You wake up alone, in a dense mist that seems to cover the entire world. The sun, moon, and stars are gone, leaving only milky nothingness.

You spend hours wandering blindly. There's nothing left! All your world has returned to the void. You wake up with a sharp sting in your heart and a sweaty back.

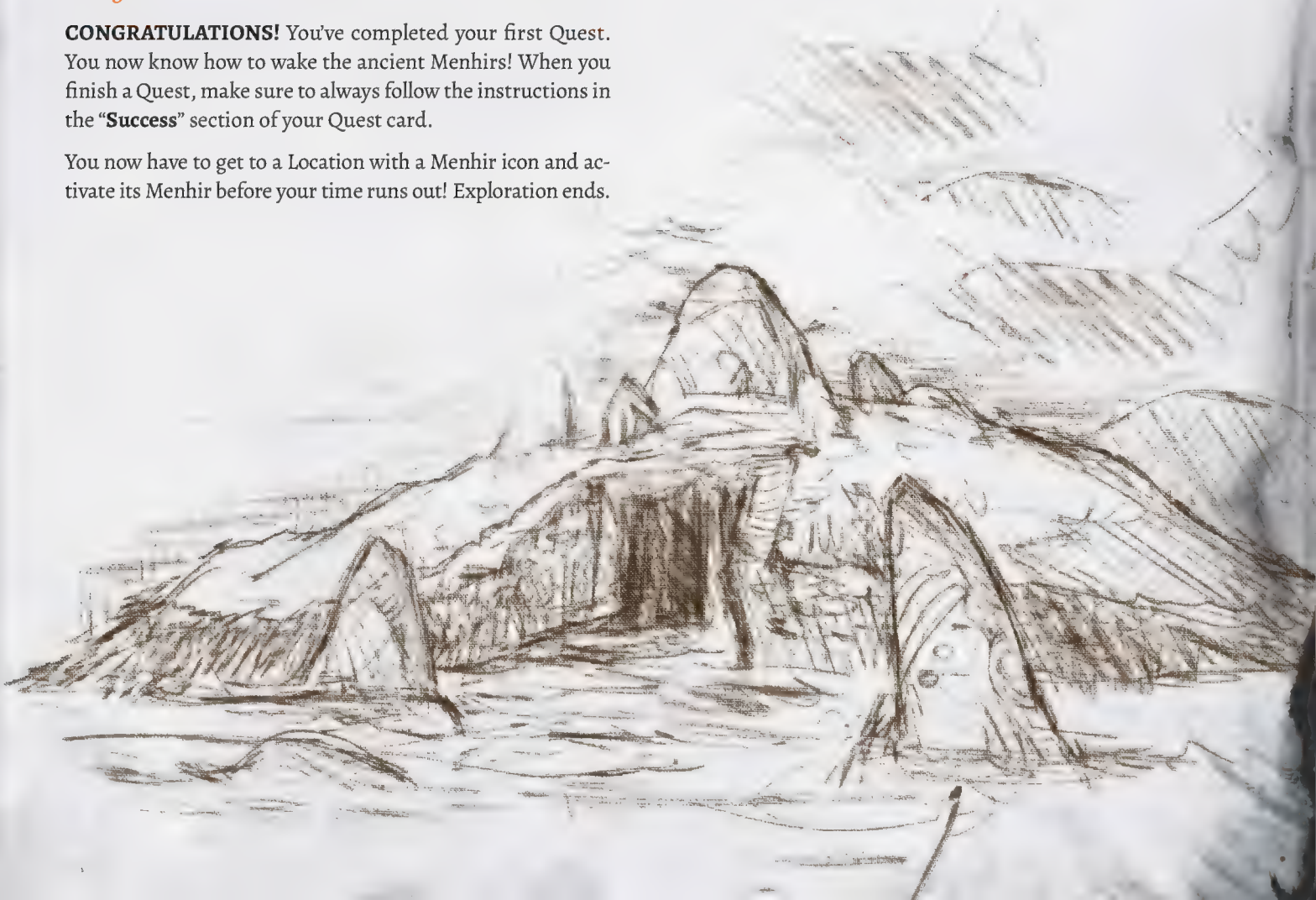
Each Character who has this Nightmare gains 1 .

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 1 , 1 , 2 Wealth, and 1 Food (per Character): put a new Menhir model on this Location and set its Dial to **9** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.



107 Whitening

The hole is here, as always, gaping right in the middle of Whitening. The white lichen that gave this town its new name seems to grow out of it. It covers the walls of the nearby halls with a thick coat. Only close up one can discover it is, in fact, a layer of small, sparkling crystals; like sea-salt on the wooden posts of a pier. As you inspect it, several people watch you suspiciously.

If you **have** the "**Fael's Legacy**" status and **don't have** part 2 of the "**Hidden Treasures**" status – go to Verse 10.

If you **have** the "**Winds of Wyrdness**" status and **don't have** part 4 of the "**Remedy**" status – go to Verse 14.

If you're playing **Ailei** – go to Verse 13.

Otherwise, go to Verse 7.

1

A pale, toothless man grabs you by the wrist. You coil back like a spring, raising your weapon, but freeze seeing his pleading eyes.

"I know you," he says. "You're the ward of the priestess from Cuanacht! Please, you need to help us! Many are sick. It spreads like wildfire. I beg you: come!"

You shudder. The education you received from Neante was rudimentary, but you know that many plagues cannot be cured with herbs or simple magical concoctions. And that the over-zealous healers often become the first victims of outbreaks.

- **Visit the sick regardless** – go to Verse 3.
- **Refuse** – each Party member loses 1 Rep. Go to Verse 7.

2

Go to:

3

They have gathered them in a long, dark hall, rows upon rows of straw mattresses. Children, women, young, and elderly all share this one overcrowded space. They also share the symptoms: pale skin, black gums, loose teeth, bleeding sores all over the body, and white blotches on the skin.

"Is the whitening eating us too?" one of the women asks. "Please, tell us."

You shake your head. There's no disease or magic at work. Only severe malnutrition compounded by the lack of sunlight and a contagious fungal infection.

Choose your cure:

- **Show them some herbs and roots that could provide them with nutrients** (pay 3) – gain part 1 of the "**Remedy**" status and go to Verse 2.
- **Perform healing rites that will restore their health at least for a short while** (pay 1 and 1 Magic) – gain part 2 of the "**Remedy**" status and go to Verse 2.
- **Give them enough food to recuperate** (pay 1 and 2 Food) – gain part 3 of the "**Remedy**" status and go to Verse 2.
- **Leave for now** – Exploration ends.

4

Sum up Food and Wealth of all Party members. Roll a die.

If you own more than 3 Wealth and 3 Food – add +1.

If you own fewer than 3 Wealth **OR** fewer than 3 Food – add +3.

If you own fewer than 2 Wealth **AND** fewer than 2 Food – add +6.

Now, check your result in Verse 9.

5

People watch horrified as you pluck the lichen with your own hands and stuff it into a small deerskin pouch. Some time later, you open the bag only to find that some of the lichen is gone. For whatever reason, it seems to slowly disappear once removed from its main body.

Gain Secret card **32**. Place a Time Token and a Dial on this secret and set them to 3. At each Start of the Day, reduce the Dial by 1. Once the Dial runs out, discard this Secret card (you may then earn it again). Exploration ends.

6

You ask an older woman about the druid acolyte, and she spits with disgust. "Of course I remember," she says. "He did not lift a finger to help us. He was picking our lichen and selling it to travelers as a magical remedy. We exiled him, of course."

Gain part 2 of the "**Gerraint's Successor**" status. Exploration ends.

7

If you **have** more than 2 Rep, go to Verse 12. Otherwise, go to Verse 11.

8

If you were hoping for a battle, the sickly and malnourished Whiteners were probably a disappointment. It's not a real fight. Their bones snap like twigs and their skin parts under the softest blows. Soon, your opponents wriggle in the mud, bleeding, crying from pain, and cradling broken limbs. Horrified children run out of the shacks to protect their mothers and fathers. It's hard not to feel bad about yourself.

Each Party member loses 1 Rep. Each Party member who has at least 1 gains 2 . Exploration ends.

9

1-5 – *The people of Whitening are enraged by your request! You exchange profanities. A fight ensues.* Go to Verse 8.

6-7 – *The people of Whitening shun you.* Exploration ends.

8+ – *Some are moved enough by your plight to share their meager property.* If you **don't have** part 4 of the "**Pillager**" status, gain 1 random Item and part 4 of this status. Exploration ends.

10

Go to:

11

Some sickly Whitening men block your way. "You look like trouble," one says, "and we have enough of that here. Leave!"

If you **have** 1 or fewer – *You calm your nerves, breathe deeply and bring things down a notch.* Go to Verse 12.

If you **have** 2 or more – *The blood pounds in your veins. They WILL NOT tell you what to do.* Go to Verse 8.

12

- **Ask people to help you on your journey** – Verse 4.
- **Gather the white lichen** – Verse 5.
- **Inquire about acolyte Bréagach** (requires part 1 of the "**Gerraint's Successor**" status) – go to Verse 6.
- **Leave** – Exploration ends.

13

If you **don't have** any parts of the "**Remedy**" status, go to Verse 1.

Otherwise, go to Verse 7.

14

Gain part 4 of the "**Remedy**" status.

If you **don't have** part 1 of the "**Remedy**" status, go to Verse 15.

If you **have** part 1 of the "**Remedy**" status, go to:

15

People of Whitening are faring even worse than when you've seen them before. Malnourished, apathetic and as pale as Lady of the Lake herself. As you look at them, it seems evident that Cuanacht's neighbors are dying. Just like the whole of Avalon.

Each Party member gains 1 . Exploration ends.

Dream

Your dream of home is understandable, considering for the first time in your life you've wandered so far from it. But why is everyone talking and walking backward?

Nightmare

In this strange dream, you start to age backward, faster and faster. At first you welcome it. Then, dread starts to creep in, as day by day, you start to lose something, and everything that was first now becomes the last. Your last moments as an adult. Your last steps. Your last words. Your last look upon this world. Your last breath. Your last heartbeat...

Each Character who has this Nightmare gains 1 and loses 1 .

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 3 , 1 , 1 Wealth and 1 Magic (per Character): put a new Menhir model on this Location and set its Dial to **9** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.

Hint: If you lack Magic, try to interact with the supernatural forces of the island!

108 GRUBWOOD

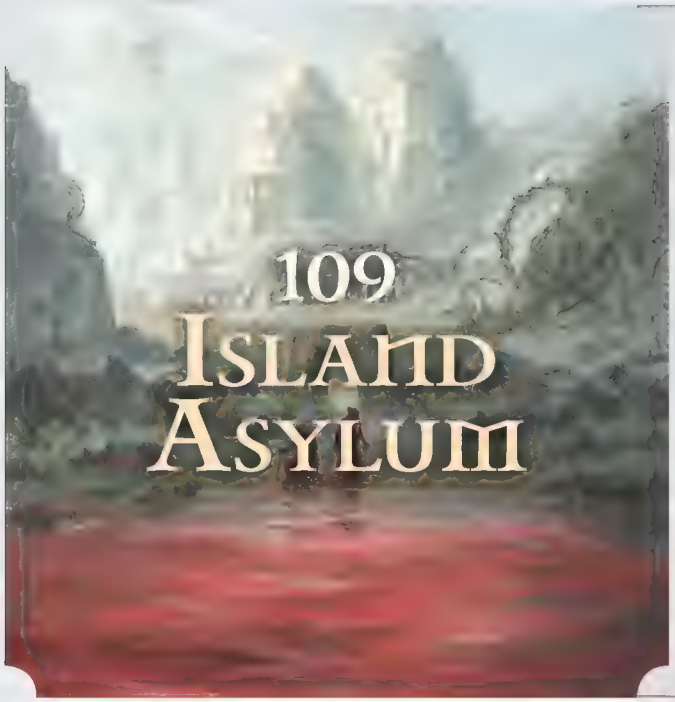
Even in broad daylight, the Grubwood is not a good place to be. Its old trees bend towards each other like whispering hags. Old chains, attached to treetops, chime with every breeze. The ground under them is foul and drenched in some strange substance.

As you inspect it, you're startled by a hooded figure that watches you from behind the trees. Its frayed cape arches upwards on its back as if covering a pair of wings. When the creature realizes you've spotted it, it runs away.

Intrigued, you give chase, but after a while it disappears between the gnarly trees. Tired, you lean on one of the trunks, only to discover that it is crawling with fat, white maggots...

Remove this Location card from the game and replace it with Location **110**.

Exploration ends.



109 Island Asylum

The waves splash against the hull of the boat. A silent, hooded man slowly ferries you to a secluded island, its dark willow grove overlooked on three sides by an ancient necropolis, carved into the side of the mountain.

You know the sick are kept in deep, dark holds, yet you still feel uneasy stepping down onto the shore. Grim monks, the keepers of this place, inspect your body despite your objections. Only then do they agree to listen to you.

If you **have** Secret card **66** – go to Verse 9.

If you **have** the "**Tracker**" status and a Dial, representing the Bowmaiden – go to Verse 11

Otherwise, choose from the following:

- **Hire yourself as an assistant** – go to Verse 1.
- **Tour the island's monuments** – go to Verse 4.
- **Sneak into the forbidden depths of the asylum** – go to Verse 5.
- **Leave** – Exploration ends.

1

If you **have** part 1 of the "**Helping Hand**" status, go to Verse 7.

Otherwise, go to Verse 10.

2

"Listen to me!" the druid says. "We should let you all die for what you did to us, ungrateful filth. But the knowledge of the Circle can't die with me. You have to listen. You have to remember!"

Each Party member gains 2 Exp. Gain Secret card **11**, if you **don't have** it yet. Gain part 5 of the "**Dreams and Prophecies**" status.

CONGRATULATIONS! You've completed your first Quest. You now know how to wake the ancient Menhirs! When you finish a Quest, make sure to always follow the instructions in the "**Success**" section of your Quest card.

New task: Get to a Location with a Menhir icon and activate its Menhir before your time runs out!

Exploration ends.

3

If you **have** part 5 of the "**Dreams and Prophecies**" status, go to Verse 8. Otherwise, read on:

Archdruid Wyrmtoe is in one of the deepest cells, desperately sustaining himself with magic. The last strips of skin left on his body resemble the scales of a half-scrubbed fish. His mind, however, seems in good shape. It doesn't take long for him to recognize you're an outsider. He takes a long, hard look at you.

If you're playing **Maggot** or if you **don't have** any Magic – *"You're unworthy of a single word!" the druid fumes. "Get out of here!"* Exploration ends.

Otherwise, go to Verse 2.

4

Go to:

5

If you're playing **Arev**, go to Verse 15

Roll a die. Add +1 for each point of and . Then, check the total result:

1-2 – *A group of insane patients corners you in a dead-end-corridor.* Go to:

3-4 – *Some priests catch you sneaking around the sick halls. They cannot let you leave the island now...* Go to Verse 6.

5+ – *You manage to get into the deep halls unnoticed.* Go to Verse 3.

6

You're now a prisoner of the asylum, spending your days listening to the agony of the others and wondering when your time will come. You hear from your inmates that over the years some brave souls managed to escape this hold. The real question is: should you do the same, and carry the plague farther?

Gain Secret card **66** (if in a Party, all Characters gain it). Place the Character models of all Party members below the Island Asylum Location card.

Then, choose one:

- **Renounce your life and stay in the asylum** – your Character dies. See the "**Death and Mercy**" chapter of the rulebook for more information.
- **Try to escape** – each Party member gains 1. Roll a die and add +1 for each point of your . Then, check your result in Verse 12.
- **Fight your way out** – each Party member loses 3. If you **have** any Items, lose 1 chosen Item. Exploration ends.

7

The monks, some of whom carry freshly bandaged wounds, refuse to take you in. Their prior explains: "We had a man just like you recently. He claimed he wanted to help, but he was here only to break out his infected wife. Now, two of our brothers are dead, and the diseased wench runs free, spreading the Red Death..."

You retreat to the pier, weighing your other options:

- **Tour the island's monuments** – go to Verse 4.
- **Sneak into the forbidden depths of the asylum** – go to Verse 5.
- **Leave** – Exploration ends.

8

Wyrmtoe is now too weak to speak or move. One look at the red, bloated ruin of his body is enough to fuel your nightmares for a long time.

Each Party member with fewer than 2 gains 1. Exploration ends.

9

Before you get a chance to explain the reason for your visit, one of the priests grabs your hand and rolls your sleeve up. There's a small, festering wound there not unlike many you have gained throughout your journey, and perhaps only slightly more reddish. The priest screams: "A plague bearer! Guards!"

You try to retreat to the boat, but the priests and their helpers are too numerous.

If you're playing **Chapter 11-15** – go to Verse 14.

Otherwise, go to Verse 6.

10

While taking care of the sick, for the first time, you witness the final stages of the disease. The skin parts, leaving wide red canyons of exposed flesh. The bloodshot eyes protrude from the skull. The lips, ears, and nose fall off. The pain is unimaginable and lasts for days.

Even though priests assure you that the Red Death spreads only through direct contact, after each hour of work, you scrub your hands almost to the bone.

If your is 2 or higher – you're unable to finish your work. Each Party member gains 1 and loses 2. Exploration ends.

If your is 1 or fewer – go to Verse 13.

11

Go to:

12

1-4 – *Your plans die in their infancy, as time keeps passing.* All Party members pass for the rest of the day. When the next During the Day stage begins, all Party members need to go back to Verse 6 of Island Asylum (**109**) Exploration Journal before performing any Actions. Write that down to help you remember.

5+ – *You finally manage to pick the locks, fool the guards, and flee.* Each Party member gains 1 Exp. Place all Party member models back on the Island Asylum Location card. Exploration ends.

13

You are somehow able to pull through an entire workday. The pay is meager a day's ration of food. At least you've heard something interesting from one of the priests. It seems deep in the asylum there's a hold for the most violent and dangerous infected, where one of the patients is none other than Wyrmtoe the Wise, the legendary Archdruid of the Circle.

In the end, even he wasn't able to cheat the Red Death.

Each Party member gains 2 Food and Passes for the rest of the day. Exploration ends.

14

These fools thought they could imprison you! You, who journeyed to Tuathan and back again. Not knowing your true purpose, they only brought you closer to their archives.

When the night comes, you sneak out of your cell and head toward the library. After hours of searching, you finally find something that brings you hope. There was a man who claimed he was cured of the Red Death. His wounds scabbed over and scarred, but monks decided to keep him secluded anyway. He escaped. There were notes he was seen somewhere north of Falfuar, but monks didn't take any measures to find him due to low funds and insufficient workforce.

With this new knowledge, you escape the Asylum.

Gain part 1 of the "**Black Cauldron**" status. Each Party member Passes for the day. Exploration ends.

15

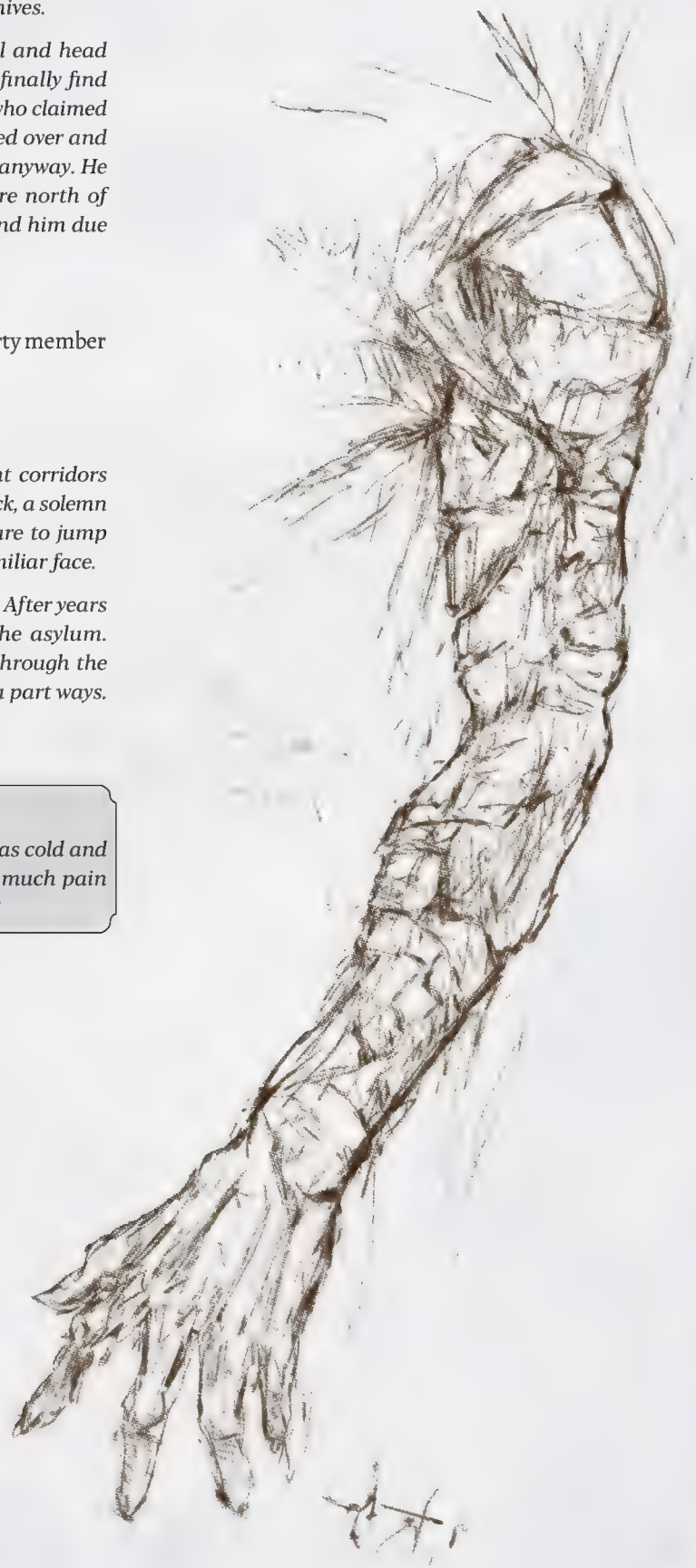
As you're slowly making your way through ancient corridors filled with choking smells and the moaning of the sick, a solemn priest walks out of a room to your left. You prepare to jump at him, but then he raises his head, revealing a familiar face.

It's one of the mercenaries from your old warband! After years of bloodshed, he decided to make amends in the asylum. Afraid for your life, he teaches you how to move through the asylum unnoticed and gives you his robe. Then, you part ways.

Go to Verse 3

Dream & Nightmare

There are no real dreams in this place. The sleep is as cold and silent as the rocks of the island. Considering how much pain and death they've seen, perhaps that's a blessing?



110 Haunted Grubwood

Even in broad daylight, the Grubwood is not a good place to be. Its old trees bend towards each other like whispering hags. Old chains, attached to treetops, chime with every breeze. The ground under them is foul and drenched in some strange substance.

You keep thinking about the creature you startled on your first visit here. Is it possible someone lives in this foul place?

- **Walk into the Grubwood** – go to Verse 1.
- **Leave** – Exploration ends.

1

How far do you dare to wander?

- **Skirt the Grubwood's border** – roll a die.
- **Go deeper, but don't lose sight of the forest's edge** (pay 1 per Party member, requires 1 or more) – roll a die, add +3.
- **Head straight into the heart of this rotten land** (pay 2 per Party member, requires 2 or more) – roll a die, add +5.

Now, check your result in Verse 10.

4

It shows its true form...

Find and resolve the "**Fore-dweller Spirit**" purple Encounter (Difficulty 3).

Then, Exploration ends.

9

You reach a clearing and notice the same strange figure you saw before. It sits hunched under a bent tree. Your sudden appearance startles it. From up close, you see it has no wings under the cape – only an additional pair of arms, broken and bent back at an impossible angle. With all these deformations, it seems quite harmless. It slowly raises its curled hand and shows you something high up in the treetops; a dark shape, suspended in one of the rusted chains. Then, it makes a pleading motion.

Gain part 7 of the "**Strange Encounters**" status.

Then, choose one:

- **Leave** – Exploration ends.
- **Attack the creature** – go to Verse 4.
- **Agree to climb the tree** (pay 1) – go to:

10

1-4 – *A strange beast is licking and sucking the ooze-drenched underbrush.* Draw two purple Encounters and resolve one with the lower Value. After this Combat, Exploration ends.

5-7 – *You are ambushed by a creature of nightmare.* Draw two purple Encounters and resolve one with the higher Value. After this Combat, Exploration ends.

8+ – *You find a way to a secluded meadow at the center of the Grubwood.* If you **have** part 7 of the "**Strange Encounters**" status, Exploration ends. Otherwise, go to Verse 9.

Dream

The only thing you remember in the morning is torment and indescribable pain. Your legs and arms feel like someone tried to rip them out at the joints.

Each Character who has this Dream loses 1 .

Nightmare

You only remember the agony. Some terrible force tried to rip you apart, but your body kept resisting it for days, weeks, months. A lifetime of suffering, during which your only preoccupation was watching your blood fall drop by drop into the undergrowth of the forest.

You wake exhausted and in terrible suffering.

For some reason, this phantom pain feels as if you had four arms, but now only two remain.

Each Character who has this Nightmare loses 2 and gains 1 .

111 Underwall

The wall looms over this sparse forest like a thundercloud. Wherever you go, its disturbing surface keeps drawing your eyes with its texture of twisted bone. There are many openings in it. Could some lead all the way to the other side and the fabled riches of Tuathan?

Fortunately, wild creatures don't seem to mind this imposing presence. Glades and groves are full of prey. Far in the distance, you can also see a group of travelers, struggling to drag their bulky carts through the wilderness.

- **Explore the crevices of the wall** – go to Verse 1.
- **Approach the travelers** – go to Verse 3.
- **Sit down and admire the wall** – go to Verse 7.
- **Leave** – Exploration ends.

1

The bone-like structure of the wall has many openings – some large enough to enter. You gather your courage and walk into the otherworldly structure. After just a few minutes, vertigo creeps in. It's easy to get lost in this labyrinth of low corridors and narrow slits.

Each Party member gains 1. Then, choose one:

- **Go deeper** (requires at least 1) – go to Verse 2.
- **Retreat** – Exploration ends.

2

Going deeper through the wall feels like crawling through the skeletal remains of some long-dead, gargantuan creature.

Roll a die and add +2 for each point of . Check the total result:

1-4 – go to Verse 4.

5+ – if you **have** part 3 of the "**Dreams and Prophecies**" status, go to Verse 10. Otherwise, go to Verse 8.

3

You approach the group – a hardy bunch of mercenaries. One wagon, loaded heavily with wooden parts of something resembling a giant trebuchet, has broken an axle. Seeing you approach, they politely ask you to help fix it.

- **Help the mercenaries** (requires at least 1, pay 3) – go to Verse 9.
- **Trade with the mercenaries**. *The long campaign dwindled their supplies, but they are laden with spoils of war* – go to Verse 11.
- **Leave** – Exploration ends.

4

As you crawl through one of the smaller ducts in the wall, you are suddenly attacked by a denizen of this bone labyrinth!

Draw and resolve a purple Encounter.

After it is finished, choose one:

- **Retreat from the labyrinth** – Exploration ends.
- **Continue your journey** (pay 1, requires at least 1) – go to Verse 2.

7

If you **don't have** part **1** and you **don't have** part **5** of the "**Cosuil**" status, go to:

Otherwise, read on:

The wall is tall as a mountain – towering higher than the swords left by giants near your home village. You'd like to piss off its edge someday...

As you prepare to move on, you notice a strange creature that briefly appeared on top of the wall. A shiver passes down your spine. Is Tuathan truly deserted?

Each Party member gains 1. Exploration ends.

8

You come upon five corpses. Their desiccated flesh barely clings to bones partially grown into the wall.

You scrutinize the cadavers. Fortunately, they're far too old to belong to the champions of your village. Some of their equipment might still be useful, though. You spot a glinting object cradled in a dried-out hand. Strange material; neither metal nor wood. This piece of jewelry is not of human origin, but the symbols it bears undoubtedly are.

Gain 2 random non-Companion Items, the "**Tarnished Talisman**" Secret card (**21**), and part 3 of the "**Dreams and Prophecies**" status. Each Party member gains 1 Exp.

Then, choose one:

- **Retreat from the labyrinth** – Exploration ends.
- **Continue your journey** (pay 1 per Party member, requires at least 1) – go to Verse 2.

9

The mercenaries are grateful for your help and invite you to share a modest meal. Sitting around the fire, they tell you the full story of Timberwall's siege.

It all started when Lady Kincaid, the widow-queen of Farshire, reached out to Ultan, the richest and most influential of Timberwall's merchants, with an offer of marriage. Ultan didn't need to think long. Farshire had fallen from its former glory, and Lady Kincaid's coffers were full of air and cobwebs, but with her as a wife, he would unite two largest cities of the island under one rule.

Their wedding happened soon after, in Farshire. Not as familiar with the Old Customs as people of the south, poor fool Ultan didn't know the rite performed was a handfasting a one-year marriage, not enacted in centuries. Over the next twelve months, Lady Kincaid built up Farshire's army and fortifications, using the wealth of her husband. After a year passed, she banished him. Soon after, Farshire's army laid siege to Timberwall.

As the story continues, you discover this band of mercenaries has met the champions of your village! Lord Yvain and his entourage took part in the siege under Kincaid's banner, until one night they suddenly switched sides and crossed the lines to Timberwall.

You're shocked. Just like everyone in Cuanacht, you know Yvain would never betray his word. There must have been a good reason.

Gain 1 Food per Party member. Gain part 4 of the "**Fate of the Expedition**" status.

- **Trade with the mercenaries** – *The long campaign dwindled their supplies, but they are laden with spoils of war.* Go to Verse 11.
- **Part ways** – Exploration ends.

10

Finally, after what seemed like a week of crawling through narrow passages, you have reached the top of the wall.

The view is just as impressive as you had imagined, with the Mirror Lake shining like a silver plate not far to the East, and the walls of Kamelot far beyond it.

- **Piss off the edge of the wall** – *You feel like a true adventurer now!* If you **don't have** part 4 of the "**Strange Encounters**" status, each Party member gains 1 Exp and loses 1 . After that, gain part 4 of the "**Strange Encounters**" status, and make another choice.
- **Go back through the labyrinth** – Exploration ends.

11

The group is happy to trade some of their loot in exchange for food. They show you their wares golden teeth, some still bearing specks of dried blood, women's braids, still adorned with precious stones, children's toys, and various sacred objects. The previous owners certainly didn't give these willingly.

You may trade 1 Food for 1 Wealth (any number of times). Each Party member who has more than 1 or gains 1 per trade.

Exploration ends.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 2 , 1 Food, and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.

112 Bloodied Glen

If you **have** the "**Winds of Wyrdness**" status, go to Verse 4. Otherwise, read on:

You can smell the battlefield long before you are able to see it.

Three great armies clashed here but you can't tell when or why (or even who won). Maybe the druids wandering about the battlefield can shed more light.

While simple warriors are left for the crows, someone is getting preferential treatment you see a large funeral procession in the distance, gathered by a lone pyre.

- **Question the survivors** – go to Verse 1.
- **Talk to the druids** – go to Verse 2.
- **Visit the funeral** (only if you **don't have** the "**Cold Pyre**" status) – go to Verse 7.
- **Leave** – Exploration ends.

1

Ever since menhirs started to dim and the wyrdness once again encroached upon the land of men, three of the largest human settlements were at one another's throats. Safe land is increasingly precious, and there's not enough food to feed all the refugees coming from farmholds claimed by the wyrdness. In times like these, war follows quickly.

This conflict will not make the wyrdness recede, nor will it restore the menhirs. It needs to stop!

Talking to some of the survivors, you discover the champions of Cuanacht took part in the fighting. They were seen as a part of a mercenary force that headed to Timberwall.

Gain part 1 of the "**War for Avalon**" status.

New Task: (only available in **Chapters 2 - 3**): Maybe you should abandon your search for the expedition and focus on bringing peace to the island instead? Visit one of the warring factions in Farshire (**116**), Timberwall (**131**) or Crow's Nest (**160**) to pursue this goal.

Exploration ends.

2

If you're playing **Maggot**, or if your is 2 or higher, go to Verse 6.

Otherwise, go to Verse 8.

3

Add +1 for each point of Wealth you have offered, +1 for each Craftable Item and +2 for any other Item.

Discard your offerings and check the result below:

0-1 – *One of the guests is enraged and challenges you to a duel!* Draw and resolve the Knight Errant gray Encounter (Difficulty 3). Then, Exploration ends.

2 – *Your stinginess causes some contemptuous whispers.* Each Party member loses 1 Rep. Go to Verse 5.

3-4 – *Your offering is adequate.* Go to Verse 5.

5+ – *Your generosity is stunning! People take you for one of the knights in disguise!* Each party member gains 3 Rep. Go to Verse 5.

4

The battlefield is now quiet. Gone are the druids, the mourners, the last of the wounded. Now, the land belongs to the decomposing dead and carrion eaters. You try to approach, but the smell makes you choke.

- **Give the battlefield a wide berth** – Exploration ends.
- **Walk onto the battlefield** – each Party memver loses 1 and go to Verse 9.

5

Go to:

6

The druids claim they're just performing a funeral rite, but you see through their lies and their nervous grins. You've witnessed similar magic, used to raise dead bodies as obedient servants. It appears the druids are trying to do it on a scale never before attempted. There's too many of them for you to challenge directly, but maybe the Archdruids of the Moonring, or the Round Table in Kamelot should know about this!

New Task: Let someone in Kamelot (**190**) know about the disturbing ritual **OR** go to Moonring (**133**) and find out yourself what the druids scheme.

If you **don't have** part 1 of the "**Glen Ritual**" status, each Party member gains 1 Exp; then, gain part 1 of the "**Glen Ritual**" status. Exploration ends.

7

As you approach the pyre, you hear from other mourners it is Bors himself who's on top of it. A real knight of the Round Table! He fought for Timberwall in this battle, falling slain by Mordred, who led Crow's Nest forces.

Soon, you find yourself among nobles and wealthy landowners gathered next to the pyre. As custom dictates, everyone should give the departed something of value.

- **Make your offering** – set aside any amount of Wealth and Items. Go to Verse 3.
- **Refuse to make an offering** – go to Verse 10.
- **Slide back unnoticed** (requires at least 2) – Exploration ends.

8

The druids say they are performing a special funeral rite so that the spirits of the dead won't rise to trouble the living. You watch for a while and then move on.

Go back to the start of this Location and make another choice.

9

It doesn't take long until you meet a creature, attracted here by foul smells. If you defeat it, maybe you will find something of value here?

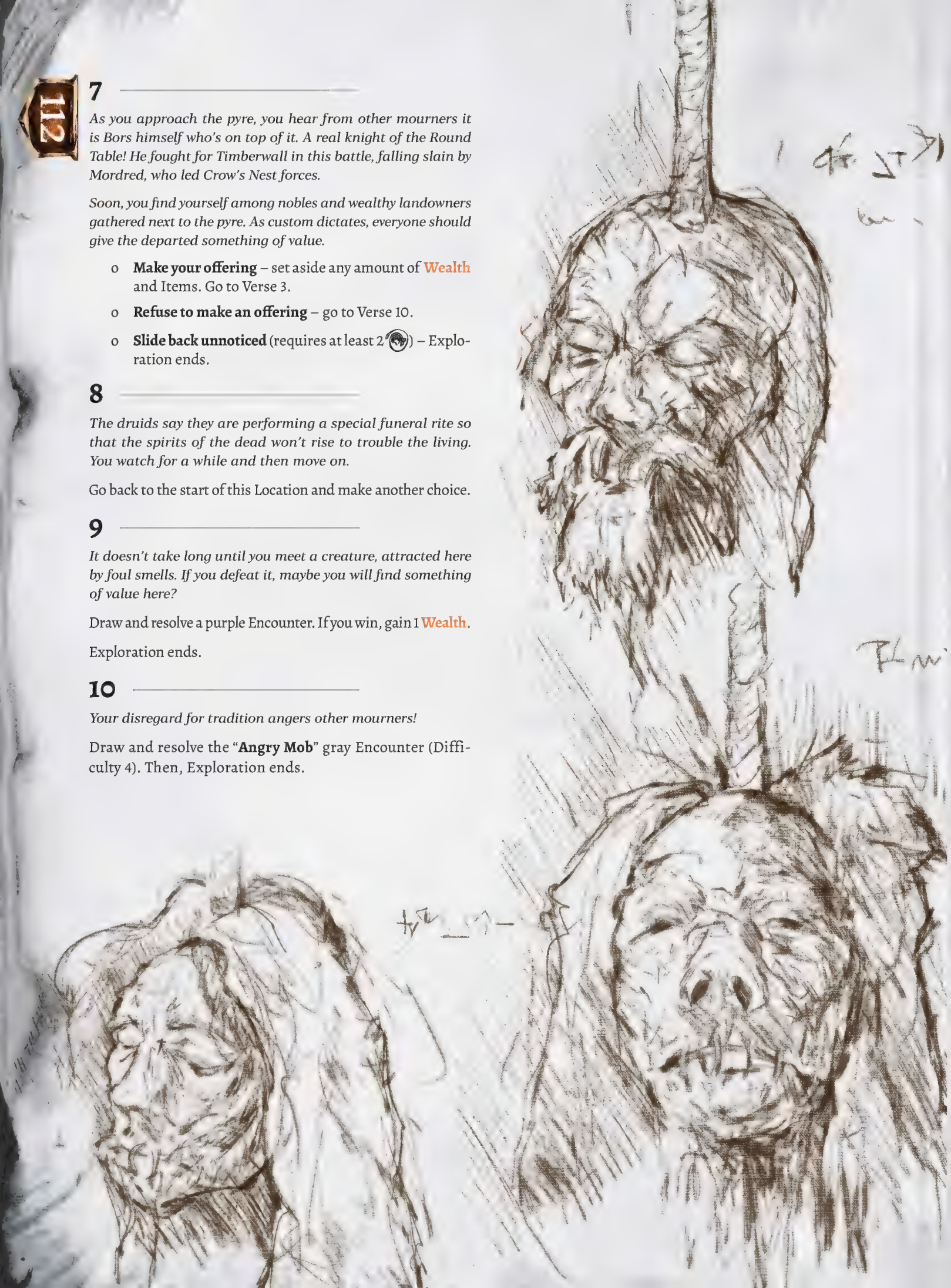
Draw and resolve a purple Encounter. If you win, gain 1 Wealth.

Exploration ends.

10

Your disregard for tradition angers other mourners!

Draw and resolve the "**Angry Mob**" gray Encounter (Difficulty 4). Then, Exploration ends.



113 Mirror Lake

If you **have** the "**Winds of Wyrdnes**" status or the "**Matricide**" status, remove this Location card from the game and replace it with **Location 122**. Otherwise, read on:

The sky and the reflective surface of this calm, highland lake merge into one before your eyes. A feeling of serenity washes over you. You feel tempted to lie down on the sandy bank and stay there until the end of the world. But then, stories of the alien being living in the lake's depths reverberate in the back of your mind, bringing you back to earth.

- **Summon the Lady** – *But why would she listen to you?* Go to Verse 1.
- **Swim to the island on the lake** – go to Verse 2.
- **Hunt** – *Judging from the tracks in the sand, many animals come here to drink.* Go to Verse 6.
- **Leave** – Exploration ends.

1

You stand a while in front of the reflective surface, attempting various courteous pleas, but the wind carries each away without a response. After a while, you can't help but feel silly. Why did you even come here? A dirty lowborn trying to speak to a legend that may not even exist?

If there's a Time Token on this Location, or if you **have** the "**Moonring Mission**" status, the Pale Lady won't come; Exploration ends.

Go to Verse 9 if you meet any of the following requirements:

- **have the** the "**Hunted**" Secret card (**13**)
- **have the** "**Tarnished Talisman**" and the "**Shining Talisman**" Secret cards (**21** and **22**)
- **have the** "**Tainted Grail**" Secret card (**8**) and **don't have** the "**Lady's Task**" status.

Otherwise, Exploration ends.

2

The swim is much longer than you expected. To make matters worse, something from below brushes against your legs as you make your way toward the island. Your heart races. You go as fast as you can, your lungs almost bursting. Finally, you climb onto the shore, exhausted.

This is no ordinary island. It seems to be made of the same bone-like material from which the Fore-dwellers constructed their wall. While you rest, preparing to depart, you find an old, sealed scroll tube in the crevice of the rock.

Each Party member loses 1 and gains 1. Gain the "**Shadow-soaked Scroll**" Item (or gain 1 Magic if it's unavailable). Exploration ends.

3

The Lady of the Lake starts to welcome you, but her words stop mid-sentence. You can feel she is terrified. "He won't rest until the vessel returns to the heart of Tuathan," she says. "You need to go! He can't find me here!"

Then, she quickly sinks back under the surface, leaving you alone and bewildered.

Each Party member gains 1. Exploration ends.

4

Go to:

5

Killing game in the sacred places is frowned upon, but at least you don't have to wait long – within minutes, a wild pig emerges from the forest and starts to lap water of the lake. Your attack surprises it, as if it never expected a predator in this place. A moment later, as you butcher the pig on the sand, you experience a sudden surge of dread. You're sure something is watching from under the mirror-like surface of the water and it isn't pleased.

Gain 2 Food. Each Party member loses 1 Rep and gains 1. Place a Time Token on this Location.

If you **have** part 6 or 7 of the "**Fate of the Expedition**" status, and you **don't have** the "**Fael's Legacy**" status, go to Verse 11.

Otherwise, Exploration ends.

6

If there's a Time Token on this Location, go to Verse 10. Otherwise, go to Verse 5.

7

You confront the Lady, showing her both the talisman you've found underground, and the one you discovered on Lord Yvain's body.

There's a long pause. Then, with a piercing sadness in her voice, the Lady says: "You are right, of course. I had many champions over the years. All went to Tuathan, and nearly all have died. Each day, I feel regret. Each day, their faces and names return to me. But there was no other way. Know that your friends were the first to succeed. They've found a way to enter Tuathan and returned with something of great importance. You might still be able to help them. Please, take this."

Her hand rises from the water, presenting you with a gift.

If you **don't have** part 5 of the "**Fate of the Expedition**" status:

- Each Party member gains 1 Exp.
- Gain the "**Runic Sword**" Item (if it's unavailable, gain 3 Magic instead).
- Gain part 5 of the "**Fate of the Expedition**" status.

Exploration ends.

9

The Lady rises from the water in front of you, and you take a step back. You thought you were prepared to see her, but her inhuman figure, four sleek arms with two elbows each, and gaunt face surrounded by weeds and tangled hair, make you suddenly recoil.

She approaches, gliding through the air, her feet barely touching the water and her torn gown flapping in the wind. Her blue lips don't move, yet something fills your mind language that breaks the rules of every speech you've ever heard; each word a fluctuating torrent containing all possible meanings and sounds, only after a moment solidifying into a single atom of speech.

If you **have** the Secret card (**8**), go to Verse 4.

If you **have** BOTH the "**Tarnished Talisman**" Secret card (**21**) and the "**Shining Talisman**" Secret card (**22**) cards, go to Verse 7.

If you **have** none of the preceding, but you **have** the "**Hunted**" Secret card (**13**), go to Verse 3.

10

You wait for hours, hidden by the shore. Not even the smallest animal comes by, as if something warned them of your approach.

Each Party member loses 1.

If you **have** part 6 or 7 of the "**Fate of the Expedition**" status, and you **don't have** the "**Fael's Legacy**" status, go to Verse 11.

Otherwise, Exploration ends.

11

Returning from the hunt, you stumble upon a strange set of tracks leading east. A strange creature pursued a group of three human travelers. The creature's heavy boots left footprints too large for a human, yet too small for a giant; their soles full of swirling lines, like a huge fingerprint.

If you **don't have** part 1 of the "**Disturbing Information**" status, each Party member gains 1 Exp. Then, gain part 1 of this status.

New Task: Search Tangleroot (**114**) to the east and try to discover more tracks.

Exploration ends.

Dream

You see four wanderers, still shaken by the loss of their companion, entering the misty expanse of Tuathan. They wander between its ever-shifting streets and impossible structures. They find something hidden away for a long time. All four barely leave with their lives but now a fifth follows. Your dream ends as they enter a sprawling expanse marked with enormous, white sigils.

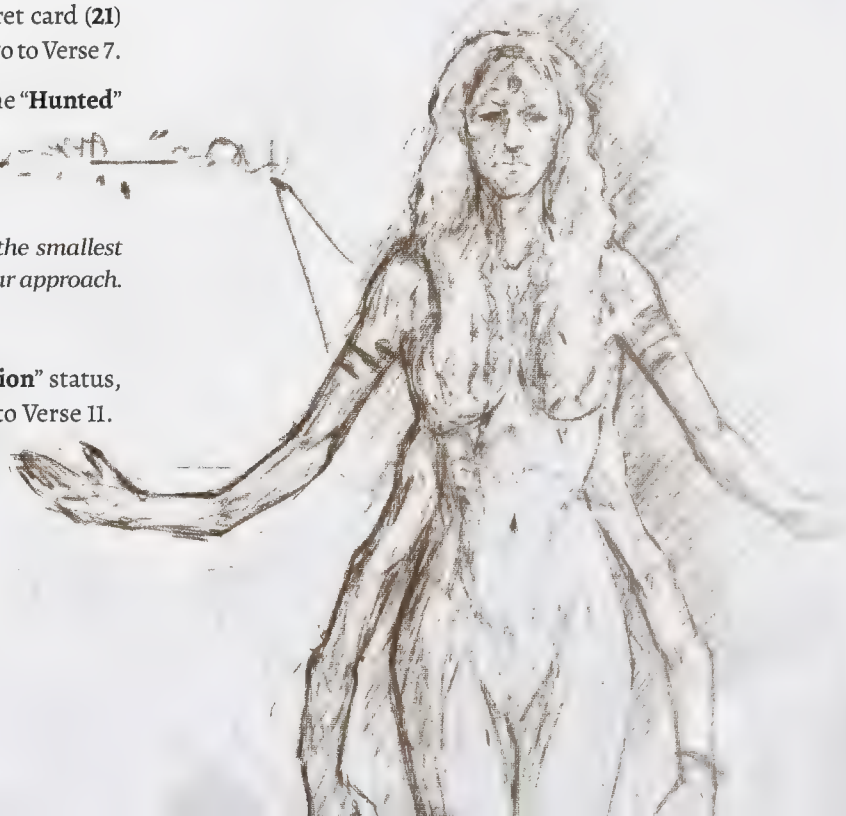
Gain part 1 of the "**Dreams and Prophecies**" status.

Hint: The first expedition visited Tuathan and passed through Stampede while running from something.

Nightmare

You find yourself in a submerged ruin. The chill of the water seems to drain your life away. You float down vast halls and corridors, populated only by fish and memories of a long-lost glory. You wake up sad, weak, and discouraged.

Each Character who has this Nightmare loses 1.



114 Tangleroot

The oldest and largest forest of Avalon is split in half by a deep gorge. Roots of enormous trees burst out of its slopes and turn the trail from the south to the north of the island into a dangerous maze. Wooden planks, suspended bridges, and lanterns, tended to by the sworn brotherhood of trail-keepers, make this road only slightly more manageable. As you enter, you hear human shouts and animal cries echoing deep in the gorge.

- **Delve into the gorge** – go to Verse 2.
- **Visit the trail-keepers' lodge** – go to Verse 5.
- **Pay your respects** (requires **Arev** and the "**Fael's Legacy**" status) – go to Verse 13.
- **Leave** – Exploration ends.

1

You expect the warm welcome for which the trail-keepers are known. Instead, they ambush you as soon as you enter! Their gaunt faces, visible in the dim light of the lodge, betray hunger and desperation.

"I'm sorry," one of them says, "We need everything you have so the trail might live."

They quickly overwhelm you, rob you, and abandon you at the edge of the forest.

Each Party member loses 2, all Wealth and Food. Gain part 1 of the "**Tangleroot Knowledge**" status.

Exploration ends.

2

The central part of the gorge disappears to the north. Just after you enter, it branches off into several smaller ravines. Many tracks disappear into them, left in the clay on the bottom of the gorge.

If you **have** part 5, or part 6, or part 7 of the "**Fate of the Expedition**" status, and you **don't have** the "**Fael's Legacy**" status, go to Verse 7.

If you **don't have** part 1 of the "**Cosuil**" status and you **don't have** part 5 of this same status, go to:

Otherwise, choose one:

- **Go down the main road** – go to Verse 3.
- **Visit the smaller ravines** – go to Verse 8.
- **Leave** – Exploration ends.

3

The gorge is confusing and challenging to navigate.

Roll a die and add your , then add +2 if you **have** part 2 of the "**Tangleroot Knowledge**" status.

1-4 – *You get lost in the labyrinth of roots, planks, and suspended bridges.* Each Party member loses 1, draw and resolve a green Encounter. If any Party member has 0 now, go to Verse 4. Otherwise, go back to the start of this Verse.

5+ – *You successfully navigate the first part of the gorge.* Go to Verse 6.

4

You spend a night in this green hell, surrounded by the sounds of strange beasts. Several times during the night, you wake alarmed by noises that seem to be drawing close – only to disappear a moment later. You barely sleep.

You Pass for the rest of the day. Each Party member gains 1 and loses 1. After the Start of the next Day, go back to Verse 2.

5

You find the lodge, sitting on top of one of the bluffs overlooking the gorge. You ascend a flight of stairs cut into the side of the canyon.

If there's a Time Token on this Location, the lodge is empty; Exploration ends.

If you **have** part 2 of the "**Tangleroot Knowledge**" status, the trail-keepers cannot help you anymore. Exploration ends.

Otherwise: if you **have** at least 1 **OR** part 1 of the "**Tangleroot Knowledge**" status, go to Verse 9. If you don't, go to Verse 1.

6

If you **have** any part of the "**Traveling Menhir**" status – go to Verse 11.

Otherwise, go to Verse 12.

7

An imprint of heavy boots immediately catches your attention; too large for a man, too small for a giant, their soles full of swirling lines, like the tips of your fingers. Could it be the same creature that chased the expedition?

- **Follow this trail** – go to Verse 10.
- **Visit one of the smaller ravines instead** – go to Verse 8.
- **Leave** – Exploration ends.

8

You wander around until you find...

Toss a Dial.

Skull: *...a stranded group of villagers.* Draw and resolve a blue Encounter. Then, Exploration ends.

Grail: *...an aggressive beast of the forest.* Draw and resolve a green Encounter. Then, Exploration ends.

9

After a moment of thought, you disappear in the thick forest, circle around the lodge, and make your way through the back entrance. The lodge-keepers wait in ambush around the main door, armed and patient. You realize if you attack now, they will be completely surprised.

- **Ambush them** – draw and resolve the "**Band of Highwaymen**" gray Encounter (Difficulty 1). Each Party member draws 2 extra cards in the first turn of Combat. After Combat, place a Time Token on this Location. Exploration ends.
- **Convince them they've lost their way** (requires at least 2 OR at least 2)– go to:

- **Leave** – Exploration ends.

10

Following the trail, you find more and more blood until finally, in one of the blind corners, you come across one of the members of the first expedition.

Tracker Fael stands with his back to the wall of the ravine, propped up by a giant spear lodged in his gut, head tilted back and eyes looking toward a silent, gray sky. He has been dead for at least several days, but scavengers haven't touched his body – it could be because the spear that slew him is made of solid Wyrdsteel.

You can't leave your compatriot like that. As you try to remove the spear, you notice that Fael scribbled something on the wall of the gorge with his own blood: "50 paces back empty log."

Following the directions, you find a small sack lodged in a dead tree. It seems whoever killed Fael couldn't read human runes. As you reach into the sack, your eyes open wide with amazement.

Gain part 7 of the "**Fate of the Expedition**" status. If you're playing **Chapter 2, 3A** or **3B**, go to:

Otherwise, go to:

11

Broken wagons and old campfires litter the gorge. There are some fresh graves nearby. Whatever happened here, the road north seems to be open again.

- **Pay 1 per Party member** (only if the top Location is in Menhir's range) – attach Location **134** to the top of this card. If it is no longer available, attach card **147** instead. Then, place all Party member models there. Exploration ends.
- **Turn back** – Exploration ends.

12

After a long trek through the gorge, you come upon a party of merchants, sheltering behind overturned wagons. One of them gestures at you to come quickly. You dive behind one of the carts just in time – an arrow hits the ground where you stood just a moment ago.

The merchants tell you they were traveling north when they came upon a blockade set up by warriors from northern farmholds in this narrow gorge. Northerners fear that refugees will swarm their lands, so they refuse to let anyone through.

Hint: This route only becomes available when you help to resolve the tensions in the north. For now, you need to find another way.

Exploration ends.

13

You weren't close with Fael, but you always admired his tenacity. He believed in you and entrusted you with the letter even though he knew (or suspected something) about your past. Now, he's dead. You realize that to have any chance of succeeding where your predecessors have failed, you need to be better and smarter than they ever were.

If you **don't have** part 2 of the "**Final Lesson**" status, **Arev** gains 1 or 1 . Then, gain part 2 of the "**Final Lesson**" status. Exploration ends.

Dream

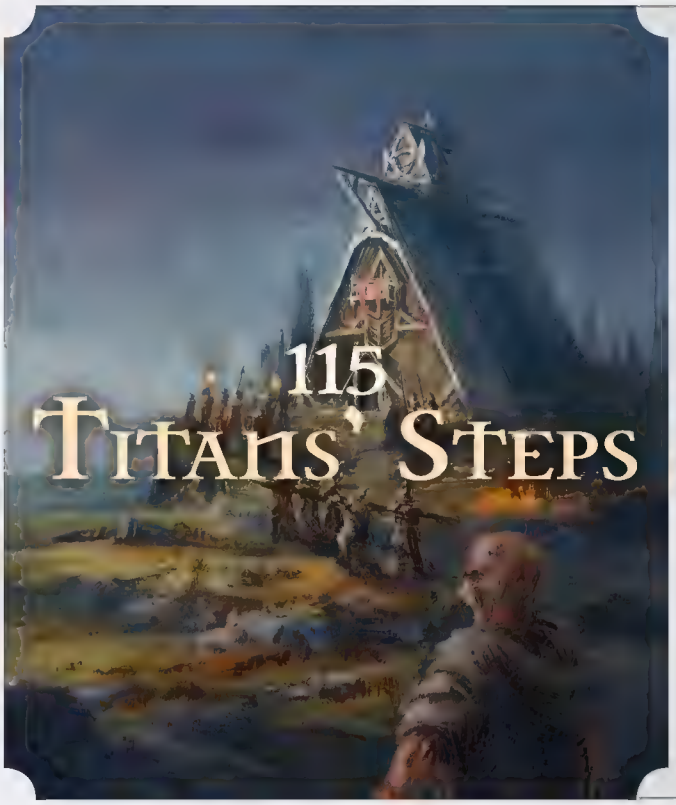
You dream about the roots of giant trees, digging deep into the black, oily soil. You dream about nutrients and pure waters sucked from under the surface of the forest. You wake up strangely invigorated.

Each Character who has this Dream gains 1 .

Nightmare

You dream about the roots of the giant trees, digging even deeper into the ground. There, in ever-black depths, the soil, full of life and nutrients, gives way to the bedrock. This layer is not boulders and minerals. Its surface moving slowly like a magma flow, everchanging wyrdstone! This entire island lies on a bed of solidified wyrdness. The roots of the forest dig deep into this ominous material, drawing their twisted strength from it.

Each Character who has this Nightmare gains 1 .



These terraces and steps, more fit for giants than men, offer breathtaking vistas of the rest of the island (and plenty of opportunities for a deadly slip). They were popular with hermits who used to live in their many caves.

On one of the uppermost terraces rests a temple of the Allmother. It is now under siege by a large group of armed men, spewing curses and erecting pyres by its sloping walls.

If there's no Dial on this Location card, and if you **don't have** the "**Shrine Secure**" status, place a Dial here. Place a Time Token on the Dial and set it to 3. Reduce the Dial at each Start of the Day.

If the Dial in this Location expires, or if the Location is discarded, remove this Location card from the game and replace it with Location **125**.

Now, choose one:

- **Search the hermit caves** – go to Verse 7.
- **Visit the besieged temple** (only if there is a Dial on this Location) – go to Verse 8.
- **Sit on a cliff and enjoy the views** – go to Verse 9.
- **Leave** – Exploration ends.

1

The crowd falls utterly silent as you raise the Grail above you. They lower their arms and torches. They let you pass right up to the temple gate. You turn to address them, promising all will be well, and asking them to return to their homes. "The Grail will help us survive. It will heal the land!"

As far as lies go, this one is effective. The crowd slowly disperses, and the last dissenters are quickly silenced. Soon, the building is safe.

Each Party member gains 1 Exp and 1 Rep. Remove the Dial and all Time Tokens from this Location card. Then, go to Verse 5.

2

If at any point there are 4 Quest Tokens on this Location card, remove this Location from the game and replace it with Location **125**.

Roll a die and add +1 for each point of your and Rep (if in a Party, use the highest Attribute level and highest Rep value). Then, subtract 1 from the score for each Quest Token on this Location card. Check the total result:

1-4 – *People suddenly turn on you, accusing you of being a spy of Kamelot!* Draw and resolve the "**False Accusation**" blue Encounter (Difficulty 3). Regardless of the result, put a Quest Token on this Location. Exploration ends.

5-7 – *They are unconvinced. They chase you out and continue the siege.* Each Party member loses 1 Rep. Put a Quest Token on this Location. Exploration ends.

8+ – *It takes a long while, but you manage to convince them to leave the temple. The crowd quickly silences the few dissenters. They begin to disperse, most heading for the Borough to the east.* Each Party member gains 2 Exp. Remove the Dial and all Tokens from this Location card. Then, go to Verse 5.

5

You enter the temple. Gawain is here, tended by three frightened priestesses of the Allmother. He gestures for you to come closer. He's badly wounded – the scabbard lying on a piece of red cloth beside him is apparently not as powerful as some would believe it to be.

"I thought all was lost," he says. "But now... Look, you seem more than capable. The scabbard here needs to reach the Tombs of the Order immediately. Alas, I'm not fit for travel. Not to mention that traversing the island as an envoy of the Round Table causes some difficulties. My brothers should already be in the Tombs, waiting for this relic. Will you do this for me? Will you take it?"

Gain the "**Shrine Secure**" status.

Then, choose one:

- **Refuse the quest** – *Gawain looks crestfallen. "Very well," he says. "It was foolish of me to ask. I shall carry it farther myself, even if it's the last thing I do."* Gain part 4 of the "**Fall of Chivalry**" status. Then, Exploration ends.
- **Accept the quest** – *Gawain smiles through his pain and hands you the scabbard. You see the glint of hope in his eyes.* Gain part 4 of the "**Restoring the Order**" status. Take Secret card **95**.

New Task: Reach the Tombs of the Order with the Excalibur's scabbard.

Exploration ends.

7

This area was known for wild-eyed mystics and hermits pestering travelers. But their cave dwellings are now deserted and cleaned of any valuables. Why did all the hermits leave?

You keep looking for clues but find none. On the wall of the largest cave, among the profanities and crudely drawn depictions of naked women, you find a message painted with soot:

"Do not go to Kamelot. 'Tis a silly place."

New Task: Find where the hermits went.

Exploration ends.

8

An enraged crowd gathers around the temple. The Red Death afflicts most of the people you can tell from the bleeding fissures on their skin. They build oil-soaked pyres by the walls, and some have even fashioned a battering ram out of an old tree trunk. From their cries, you gather they came here for one of the Knights of the Round Table, Lord Gawain. They say he tried to secretly flee Kamelot, carrying the sacred scabbard of Excalibur that as folk tales go heals any wound and stops any bleeding. The sick of the island feel the scabbard should be given to them. They are furious with the knights who kept the artifact under lock and key for so long.

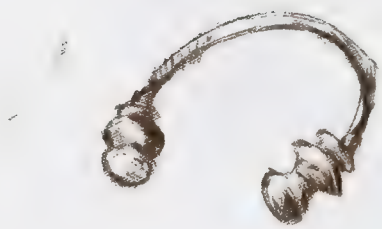
- **Try to reason with the crowd** – go to Verse 2.
- **Attempt to chase them off** – gain Secret card **66** (if in a Party, each Party member gets one). Resolve the "**Angry Mob**" gray Encounter (Difficulty 4). If you win (or enemy Runs Away), remove the Dial and all Quest Tokens from this Location card, and go to Verse 5. Otherwise, Exploration ends.
- **Reveal the Relic** (requires Secret card **8** or Secret card **7**) – go to Verse 1.
- **Leave** – Exploration ends.

9

You can see your home from here!

The rolling clouds of pure wyrdness look like they're about to swallow it whole...

Each Party member gains 1 . Exploration ends.



Menhir

Requires **all Characters** and the "**Menhir Rites**" Secret card (**11**).

Pay 2 and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.

If you **don't have** the "**Traveler**" part 1 status, gain "**Traveler**" part 1 status. If you **have** part 3 of the "**Lost and Fallen**" status, go to Verse 13. Otherwise, read on:

Occupying a strip of land between the impassable walls of Tuathan and the sea, Farshire has always been an important trading hub and the most prosperous of farmholds. Believing that the Allmother is responsible for all their blessings, Farshire inhabitants raised their town in the shadow of her sacred dolmen.

As you approach the town, you notice armed patrols, doubled watches, and a long, red war banner, flapping over the Long Hall at the top of the town.

- **Visit the Long Hall**– go to Verse 1.
- **Browse through the market** – go to Verse 3.
- **Ascend the dolmen** – go to Verse 6.
- **Collapse the dolmen** (only available in **Chapter 3**, requires Secret card **16** and part 3 of the "**War for Avalon**" status, this will end your day) – go to Verse 10.
- **Deliver a diplomatic message** (only available in **Chapter 4B**, requires at least one part of the "**Diplomat**" status) – go to Verse 11.
- **Join a Caravan** (requires all Characters and only if you **don't have** "**Winds of Wyrdness**" status) – *Groups of merchants and travelers band together to traverse dangerous expanses between a handful of Avalon's larger settlements.* Go to Verse 19.
- **Leave** – Exploration ends.

1

If you **don't have** part 1 of the "**Enemies of Avalon**" status and you're playing **Chapters 2** or **3**, go to Verse 17.

If you **have** part 3 of the "**Allies of Avalon**" status and you're playing **Chapters 10** or **11**, go to Verse 14.

If you **have** part 2 of the "**Final Confrontations**" status and you're playing **Chapter 12**, go to Verse 16.

If you **have** part 2 of the "**Final Confrontations**" status and you're playing **Chapters 13-15**, go to Verse 15.

Otherwise, Lady Kincaid isn't taking any visitors. Exploration ends.

2

Lured by the shine of a coin in your hand, a hunched old hag clings to you and asks you to visit her "little shop of curiosities." Then, she tries to drag you into a dark alleyway.

- **Follow her** – go to Verse 4.
- **Brush her off** – Exploration ends.

3

You stroll around the stalls in the lower part of the farmhold, browsing through wares from all over the island. Smiths. Tailors. Cobblers. Apothecaries. Even the famous toymaker Dobromir, known for his intricate creations, set up his shop here. Unfortunately, the prices seem to have at least tripled since the last time you were here. With all the uncertainty on the island, people hoard whatever they can, and traders smell easy money...

- **Buy** Food – pay 3 Wealth to gain 1 Food. Then, make another choice.
- **Sell** Food – pay 2 Food to gain 1 Wealth. Then, make another choice.
- **Buy healing mixtures** – pay 3 Wealth to gain 4 . Then, make another choice.
- **Buy equipment** – draw top 5 Item cards. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each of them. Then, make another choice.
- **Go out of the market** – go to Verse 2.

4

The hag leads you to a stinking hovel in one of the back alleys and shows you an entrance with a stained curtain hanging in the doorframe. Expecting an ambush, you carefully walk inside. The stench of this place repulses you. Garbage, broken clay, dead animals, and discarded items fill the shop. You doubt you will find anything of use here.

If you **have** the "**Riddle of the Oldsteel**" status or you're playing **Chapter 10-15**, go to:

Otherwise, you leave with empty hands – Exploration ends.

5

Lady Kincaid sits on a wooden throne at the far end of the Long Hall, druid advisor on one side, her grim bodyguard on the other. Her three adolescent daughters stand nearby and observe, preparing to one day take the place of their mother.

You address the lady courteously and tell her Lord Yvain of Cuanacht recently left his lands and that you're searching for him. To your surprise, Lady Kincaid already knows this.

"No more than two weeks ago, this fool Yvain tried to pass the Valley of Guardians and enter Tuathan from the north," Lady Kincaid says. "He failed, losing one of his companions. On their way south, they walked right into our siege of Timberwall and took part in the fighting. Until, for some reason, he betrayed my forces and sneaked into the city.

"Tell the people of Cuanacht they have lost their lord. But they mustn't despair. I have plans for your farmhold..."

If you **don't have** part 4 of the "**Fate of the Expedition**" status, each Party member gains 1 Exp; gain part 4 of the "**Fate of the Expedition**" status. Then, make another choice in Verse 17.

6

The guards on the top, though bored, seem content with their duty. After all, they could have been sent north with the rest of Farshire's forces to fight in an all-out war...

If you **have** the "**Winds of Wyrdness**" status, Exploration ends. Otherwise, read on:

You chat with the guards briefly and direct your attention toward the views. To the north, the Fore-dweller wall cuts the land in half. Beyond stands the ancient capital of Tuathan in a state of constant flux, overrun with the wyrdness. The clouds of wyrdness also draw close from the west, a fact that perhaps should worry Farshire inhabitants. To the north-east, you see a distant gleam of the fabled Mirror Lake, home of the Pale Lady. Even farther to the east, a highland rises. You know Kamelot lies somewhere there. Finally, to the south, you admire a plain full of sacred symbols.

As you enjoy the views, you overhear two guards speaking about something strange they've seen to the south. A couple of nights ago, a small battle took place there. It involved flashes of magic and strange, booming sounds audible even here in Farshire.

New Task: Search the sacred plains to the south to investigate the sightings.

Exploration ends.

7

With everything that recently happened in the north, Lady Kincaid is looking for someone to fulfill a nearly impossible task.

"If you came here from Cuanacht on your own, you might be just the person I'm looking for," she says, while her three daughters judge you silently. "As you know," continues Lady Kincaid, "none of the fiefdoms were able to gain the upper hand in the recent battle. But I have a plan. The people of Crow's Nest might help me capture Timberwall, but convincing them will require some special effort. Bring me the Head of Morrigan, their most sacred relic, hidden in their underground temple this will force them to negotiate."

- **Decline** – *You don't see why you should support her plans for domination. Besides, who knows what Timberwall and Crow's Nest have to offer?* Exploration ends.
- **Accept** (requires the consent of all players; this may conclude your current Chapter) – *The war must end if the people of the island are to survive. Besides, Lady Kincaid will undoubtedly help equip you for your journey.* Go to:

8

As soon as you present the boy, courtiers cry in disbelief and his sisters run to embrace him. Lady Kincaid seems only mildly impressed.

"This is... most welcome," she says, but her face betrays the words are not genuine. "Having my son and the rightful heir to Farshire back will certainly strengthen our family," Lady Kincaid continues, "and you have proven to be a resourceful ally. I see a great future for you."

Only after a moment you start to understand her coldness. The boy is fourteen. This means she has only one year left to rule before she'll be forced to hand over the throne. This should make her even more determined.

Each Character gains 2 Exp and 1 Rep. Each Party member gains 2 Wealth. Gain part 3 of the "**Allies of Avalon**" status and part 2 of the "**Enemies of Avalon**" status. Remove the "**Famished Prisoner**" Secret card (**12**) from the game.

Now, go to Verse 9.

9

"Thank you for your service,"Lady Kincaid says. "But let us not waste our advantage. Now that our enemy lost their most important card, we need to press them into negotiations. You're doing so well out there, without the light of guardian menhirs to guide you. I can think of no better person than you to see this new task through."

Her three daughters give you a jaundiced look. Hearing their mother's praise addressed at someone else makes them visibly uncomfortable.

CONGRATULATIONS! You've completed your current Chapter! One chosen Character gains Secret card **24**. Gain part 3 of the "**Diplomat**" status. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4B** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

10

You enter the city and hide for the day, just like the head instructs you to. Together, you head out into the empty streets, shortly after midnight. The head leads you to a plaza in the lower city far away from the dolmen and any prying eyes.

Then, Morrigan begins to sing. It's the first time you hear music like that: haunting, disharmonic, alien. More ancient than the dolmen itself. You look around gingerly. This wailing is sure to attract attention.

Suddenly, the ground begins to vibrate and slowly move to her song. With sudden dread, you realize Morrigan was not trying to move the dolmen. Instead, she altered something beneath the dolmen shifts. The top stone, more massive even than your home village, cracks and comes down on top of the city with a deafening crash. You're knocked off your feet, dropping Morrigan, who cackles like a mad hag. As you try to stand, a cloud of dust and debris hits you like a charging bull.

You flee with a crowd of terrified citizens, too afraid of what you will see when the dust clears. The head is lost in the chaos, but you have an uneasy feeling she'll take care of herself just fine.

Remove the "**Morrigan's Head**" Secret card (**16**) from the game. Each Character gains 1 point of for each point of their .

Remove this Location card from the game and replace it with Location **126** (Collapsed Dolmen). Go to:

11

You make sure the message about the meeting reaches lady Kincaid and her daughters. Considering what happened recently, you have no doubt they'll negotiate.

If you **don't have** part 3 of the "**Diplomat**" status, each Party member gains 1 Exp; then, gain part 3 of the "**Diplomat**" status. Exploration ends.

12

The head hisses and spews loud curses as soon as you reveal it in Lady Kincaid's presence. The ruler of Farshire is unphased. "Cover your ears," she barks at her daughters. "And as for you," she addresses the head of the goddess, "there's a thick oaken trunk in the depths of this palace I'd like to introduce you to."

Each Party member gains 2 Exp and 1 Rep. Gain 2 Wealth. Gain part 3 of the "**Allies of Avalon**" status and part 3 of the "**Enemies of Avalon**" status.

Remove the "**Morrigan's Head**" Secret card (**16**) from the game.

Now, go to Verse 9.

13

Even from afar, you can see Farshire has fallen in a literal sense. The enemies didn't just capture the city. They somehow collapsed the top of the dolmen, burying entire districts under the rock.

Remove this Location card from the game and replace it with Location **126** (Collapsed Dolmen). Then, Explore this new Location for free.

14

As soon as you enter the hall, you realize it's changed no less than the land through which you've just traveled. Long black palls hang from the ceiling. Lady Kincaid wears a mourning gown. You don't need to ask to know the reason: of three smaller chairs placed by the side of her throne, only two sit occupied. The solemn, expressionless faces of two remaining daughters do not betray whether they are grieving, or relieved to see their eldest sibling gone.

Lady Kincaid fills you in on the details. While preparing for the coming storm of wyrdness, she sent raiding parties to gather people and supplies. One of these groups, led by her daughter Siobhan, was attacked and wiped out by starving brigands from Cuanacht Farmhold. Lady Kincaid wants the heads of those responsible to ensure no one will ever again raise arms against what's left of her family. Unfortunately, the wyrdness is now too thick for her soldiers to reach Cuanacht. She asks you to carry out the deed instead.

Your hands suddenly begin to sweat. The thought of prosecuting your hometown fills you with dread, but it seems that you can no longer hold more than one loyalty.

Gain part 2 of the "**Pathfinder**" status.

New task: investigate the attack in your hometown of Cuanacht (**121**) and decide whether you want to help your ally.

Exploration ends.

15

Kincaid's offer still stands. There's a place for you waiting at her court.

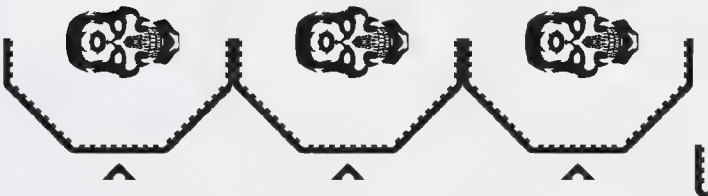
- **Perhaps another time** – *You still have things to do and lands to visit.* Exploration ends.
- **Accept and settle in Farshire** (requires all Characters; this will end your campaign!) – go to Verse 18

16

If you're playing **Chapter 13-15**, go to Verse 15. Otherwise, read on:

Lady Kincaid walks up to you, holds your hand and thanks you for your final act of service, and for having no loyalty other than to her. Then, the ruler of Farshire reveals she's about to close the gates of Farshire forever, hoping the ancient dolmen will help her people survive the fall of Avalon. If you'd plant your crude Menhir outside of her hall, she will make you her trusted advisor.

- **Accept and settle in Farshire** (requires all Characters; this will end your campaign!) – go to Verse 18.
- **Tell her you need more time to think** – Exploration ends.
- **Refuse and go out to help the other communities** (requires all Characters; this will end your Chapter) – go to:



17

You see the Long Hall at the top of the town, but the streets are so narrow and twisting that getting there is far from easy. You ask some locals to show you the way, but they are suspicious and hostile. Lady Kincaid seems to be popular, despite the bloodbath she is said to have caused in the north.

Up until recently, the current ruler of Farshire stayed in the shadow of her husband as a dutiful wife with no taste for politics. Then, Lord Kincaid was summoned to Kamelot with their only son and asked to help the Round Table bring the rule of law to the castle's borough. They were both killed during a revolt against the knights.

A lesser woman would have broken, but Lady Kincaid vowed on her soul that she would never let anything of this sort happen to her family again. She became the most ruthless and pragmatic ruler Farshire has ever had.

- **Ask her about the first expedition** – *If Lord Yvain was here, Lady Kincaid would know.* Go to Verse 5.
- **Ask her if you can be of service** (only if you **have** part 1 and **don't have** part 2 of the "**War for Avalon**" status) – *Avalon requires a firm hand to save it, and she looks like she could be up to the task.* Go to Verse 7.
- **Deliver the prisoner** (requires Secret card **12**) – go to Verse 8.
- **Hand over the head** (requires Secret card **16**) – go to Verse 12.
- **Leave** – Exploration ends.

18

Go to:

19

Finding the right group is easy enough. Convincing them to accept you is another matter entirely, as they avoid suspicious strangers and favor people who already traveled with them.

Choose one:

- **Journey to Halfway** (Pay 3 Rep per Character and only if you **have** the "**Traveler**" part **2** status) – Go to:

- **Journey to Kamelot** (Pay 3 Rep per Character and only if you **have** the "**Traveler**" part **3** status) – Go to:

- **Stay in Farshire** – Exploration ends.

Dream

The ground stirs while giants heap more and more earth into a hole. Fear and sweat mark their faces, and they all mutter the same words as they work, like a protective spell. It's not until they lay the great stones of a dolmen atop the site that the ground calms. Their arcane words are still rattling around your skull as you wake.

Each Character who has this Dream gains 1 Magic.

Nightmare

The wards have failed. The ground cracks and the dolmen collapses like a landslide. The thing buried beneath bursts free, infecting the minds of the populace. They tear at their eyes while blood drips from their ears, turning on one another, biting and scratching. Those trapped beneath the enormous stones are not saved but looted, their fingers and ears bitten off to get at their jewelry. You wake, gasping for breath, unable to shake the screams and chaotic images from your mind.

Each Character who has this Nightmare gains 2 .

117 First Farmhold

When humans first set foot on Avalon, they occupied a small strip of land, ripped away from the wyrdness by Arthur's druid, Merlin. Besieged by horrors and ancient powers, they raised the round fort of Tintagel and survived for three long years within its walls, repelling assaults and devising ways to journey deeper inland.

After the conquest ended, only a small farmhold remained near the fort. Unfortunately, the local menhir, being the oldest, was also the first to go dark.

If you **have** part 2 of the "**Remnants**" status, go to Verse 19.

Otherwise, choose one:

- **Climb the wall of the fort** – go to Verse 1.
- **Inspect the dead Menhir** – go to Verse 2.
- **Comb through the remains of the farmhold** – go to Verse 5.
- **Visit a nearby watermill** – go to Verse 9.
- **Use Secret 33** (requires Secret card **33** and part 2 of the "**Last Haven**" status) – go to Verse 18.
- **Leave** – Exploration ends.

1

As you walk around the ringfort, you discover no gate or any other visible entrance; only the remains of a wooden crane atop the wall. In ancient times, defenders used a system of winches and large wicker baskets to haul people and cargo. Now, the only way to enter is to scale a slick, stone wall.

Roll a die. Add +1 for each point of your and , and +2 if you **have** the "**Adventurer's Kit**" Item card. Check the total result:

1-4 – *You slip and fall!* Each Party member loses 2 . Exploration ends.

5+ – Go to Verse 6.

2

If you **have** part 2 of the "**Remnants**" status, go to Verse 19. Otherwise, read on:

The statue rests some distance from the stone ring of the fort, lying on its back at a crooked angle. They say it was the first menhir raised on the island. If that's true, it's remarkable how little has changed since then. This one looks exactly like the one in Cuanacht, only older, more weathered, and cracked.

It has, however, underwent some recent repairs. Several parts have been reshaped or replaced with newer pieces. Stone chips and footprints reveal someone was working here for many days. If they know how to fix menhirs, maybe they could help Cuanacht.

New Task: Find who tried to repair this Menhir.

Exploration ends.

3

As you get down from the wall, you look around the destroyed camp and find it deserted. The only tent still standing is on the other side of a large hole in the ground. There is also a pile of what looks like slimy rags to the left.

Place 1 Time Token on this Location card.

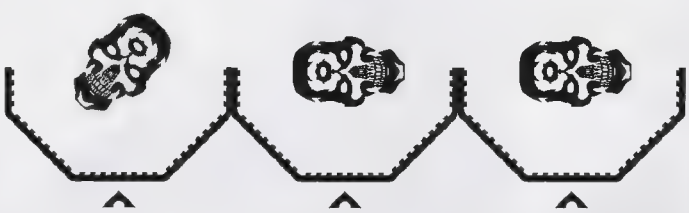
Then, choose one:

- **Search the nearby damaged tents** – go to Verse 4.
- **Search the tent on the other side of the hole** – go to Verse 12.
- **Inspect the hole** – go to Verse 8.
- **Inspect the slimy pile** – Go to Verse 10.
- **Leave this place** – Exploration ends. Remove all Time Tokens from this Location card.

4

The tents closest to the hole were obliterated. Not much but scraps of bloodied cloth and a few broken beams remain. As you inspect them closer, you see there's a lot of broken equipment scattered in the mud. Nothing of use, from the looks of it.

If you **have** the "**Riddle of the Oldsteel**" status, or the "**Stonemason's Secret**" status, go to:



Otherwise, go to Verse 7.

5

The buildings of the farmhold seem to have shrunk beneath weight and age. Wooden beams, supporting thatched roofs, bend downwards. Small windows gaze at you with an eyeless stare.

You hear rustling and notice something – or someone – trying to hide inside a hut. It turns out to be a miserable vagabond. He stands in front of you, terrified, hungry, and cold. His filthy rags are not doing much of a job at covering his bruised body.

- **Give him something** (pay 1 Food or 1 Wealth) – if you **have** 3 or more Rep, go to Verse 11. Otherwise, go to Verse 14.
- **Leave him** – Exploration ends.

6

If you're playing **Chapter 13**, go to Verse 17. Otherwise, read on:

You have successfully climbed the stone wall! Now you can look into the fort, where someone set up camp recently. Most of the tents are collapsed and sprayed with blood. One seems to be intact. In the middle of the courtyard, a massive hole gapes.

- **Descend into the courtyard and search through the remnants of the camp** – go to Verse 3.
- **Go back** – Exploration ends.

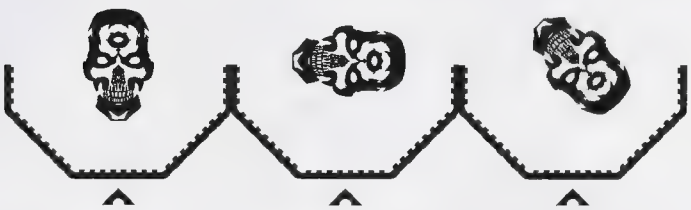
7

Roll a die and add +2 for each Time Token on this Location.

1-5 – Nothing happens, go to Verse 3.

6 – *The ground shakes briefly. It can't be good!* Go back to Verse 3.

7+ – Go to:



8

The edges of the hole have already collapsed, but still show signs of spades and pickaxes. An excavation leads to a human-made tunnel, far older than the dugout. The stench coming from the hole reminds you of spoiled milk.

As you can see from up here, bloodstained stones line the tunnel. Could it be a secret way out of the fort?

If you are playing **Beor** and you **don't have** part 3 of the "**Final Lesson**" status, go to Verse 16.

If you're playing **Chapter 3A**, **Part 4**, go to Verse 15.

Otherwise, choose one:

- **Retreat carefully** – go to Verse 7.
- **Go into the tunnel** – go to:

9

Between the First Farmhold and Whitening, there's a swift river with a lone watermill sitting on its bank.

The keeper of the mill announces:

My liege, I am sorry. There's no gold currently available. Please try again next week.

Who did he take you for?

Amused by the situation, each Party members loses 1 if you **don't have** part 1 of the "**Strange Encounters**" status. Then, gain part 1 of the "**Strange Encounters**" status.

Exploration ends.

10

The pile turns out to be a ball of human hair, teeth, and donkey hooves stuck together with slime!

Each Party member gains 1. If you're playing **Ailei**, go to Verse 13. Otherwise, go to Verse 7.

11

As you give the ragged man some of your supplies, his eyes meet yours. He has heard of you. Only by virtue of this fact, he tells you about two unsettling events he witnessed recently. First, about a fortnight ago, a procession of hermits and beggars, led by a young red-haired man, went through the ruins – a river of rags and bad odors. They disappeared into the east. Then, several nights ago, horrible screams came from the inside the fort, where some stone masons were camping. It has been quiet since then.

After this brief chat, the vagabond blesses you and goes on his way.

Each Party member who has 1 or more gains 1.

Exploration ends.

12

This tent somehow remained intact, though its occupant is gone. The stain on the ground you first took for blood is spilled ink. There's a half-written work log on the table, written by a master stonemason. It seems he and his apprentices were trying to repair the nearby menhir and prepare the

ringfort for use under orders from Kamelot. However, under the fort, they found something that shouldn't be there. One of the recent entries reports they hired one additional worker: a smith from Cuanacht by the name of Erfyr who turned out to be a great help.

The log cuts off abruptly. You direct your attention to other items scattered around in the tent and discover some valuables.

If you **don't have** the "**Stonemason's Secret**" status, gain the "**Stonemason's Secret**" status and 1 Wealth. Mark part 8 of the "**Fate of the Expedition**" status.

Go to Verse 7.

13

You've seen something like this. It seems to be a pile of undigested remains, regurgitated by a snake. There is only one reptile capable of reaching such a size – a wyrm must dwell somewhere nearby! They are attracted to vibration and loud sounds – it's best to leave before you draw too much attention.

Go to Verse 7.

14

The vagabond grabs your gift and quickly runs away.

Each Party member who has more than 1 loses 1.

Exploration ends.

15

There are large boot prints on the blood-covered floor. Someone's been here since the massacre. Was it Erfyr?

- **Retreat carefully** – go to Verse 7.
- **Go into the tunnel** – go to Secret:

16

A glint on the floor catches your attention. It's a broken blade of a small knife – a knife you made for Erfyr during your apprenticeship, with which he never parted. Your master must be gone. You grit your teeth – you have to be strong. After all, you're now Cuanacht's only blacksmith.

Beor gains 1 or 1 . Gain part 3 of the "**Final Lesson**" status. Then, go back to Verse 8.

17

If you **have** part 2 of the "**Last Haven**" status, go back to the start of this Location and make another choice.

You stand on top of the wall, looking at the ruins below. The ringfort still stands after six houndred years, untouched by the wyrdness. Then, it strikes you – this was the first human settlement on Avalon. People landed here because it was furthest from wyrdness, and they survived without succumbing to its power. This place might be ideal for weathering the storm threatening to engulf Avalon. But there is still one problem – the lair of the ancient, colossal wyrm in the middle of the fort.

- **Leave** – Exploration ends.
- **Lure out and fight the wyrm** – go to Secret:

18

They're not eager to clean up the rotting carcass in the middle of the ringfort, but you rouse them with stories of the Dark Days – the first years on the island when Arthur defended this place, back then known as Tintagel, against the Fore-dweller armies. After the work is done, settlers discover the fort is indeed spacious and easy to defend.

Gain part 2 of the "**Remnants**" status. Each Character gains 3 Rep and 3 Exp.

Then, choose one:

- **Leave** – *There are still things you want to do and places you want to see.* Exploration ends.
- **Finish your journey and settle here** (requires **all Characters**; this ends your Campaign!) – *If you plant your crude menhir in the middle of the fort, it makes it even safer than in Arthur's times.* Go to:

19

The settlement is still in its early days, but settlers like it well enough. They are ready to repay your kindness should you ever need it.

If there's no Time Token on this Location, and you have fewer than 3 Food per Party Member, gain 2 Food and put a Time Token on this Location.

If you're playing **Chapter 15**, you may finish your journey and settle here (requires **all Characters**; this will end your Campaign!) – go to:

Otherwise, Exploration ends.

Dream

A tiresome dream of endless siege, defeating constant assaults – and hope. Even in the direst situation, the first people on the island never lost hope, and that's the sole reason you are here today.

Hint: There's always a way to gather enough resources to light up the next Menhir. When you get stuck, explore!

Nightmare

You can hardly contain your excitement – this is the find of the century! A set of tunnels, not mentioned by any scald or scribe, right under the ringfort of the first settlers! You enter the corridor first, marveling at their stonework. Then, two enormous eyes light up in front of you. You know whatever you do now, your life is already lost.

Each Character who has that Nightmare gains 1 .

118 Stampede

The largest plains on the island have long served as a way to honor the gods. It was Merlin himself, one of the legendary Archdruids, who helped people dig the sprawling web of ditches packed with chalk-white limestone, creating holy signs visible only from above.

The plains used to be a holy place, but now reverberate with the sounds of frightened animals and lamenting people. Survivors from the western edge of Avalon flee across the plains, heading to Farshire, Cuanacht, or Kamelot

- **Approach the refugees** – go to Verse 4.
- **Search the plain** – go to Verse 6.
- **Leave** – Exploration ends.

1

You guide them and they nod, desperate for any advice. Soon, they head in the direction you picked. Other groups fall behind. You feel your throat clenching. Did you make the right call?

If you **have** any part of the "**Fall of Chivalry**" status, each Party member gains 2. Gain part 2 of the "**Strange Encounters**" status. Exploration ends.

3

You guide them, and they nod, desperate for any advice. Soon, they head in your chosen direction. Other groups fall behind. You feel your throat clenching. Did you make the right call?

If there's currently no active Menhir in Cuanacht, each Party member gains 1. Gain part 2 of the "**Strange Encounters**" status. Exploration ends.

4

The travelers are frightened and tired of running. Children cry, huddled together on top of overloaded carts. Women and men are solemn, expressionless. You recognize tartans and signs of several western farmholds: Land's End, Sparrow Point, Dungale – places now fallen into oblivion.

If you **don't have** part 2 of the "**Strange Encounters**" status, go to Verse 5. Otherwise, Exploration ends.

5

A woman approaches you with two little girls clinging to her dress.

"Prithee, tell us: is there any safe place? Where should we go?"

Other carts stop, and everyone's eyes suddenly fix on you. You must think before you answer.

- **Tell them to head for Kamelot. The Round Table has always protected its people.** – Go to Verse 1
- **Tell them to head for Cuanacht. Its menhir should still offer them some protection.** – Go to Verse 3.
- **Tell them to head for Farshire. After all, it survived on the edge of the wyrdness for many centuries.** – Go to Verse 7.
- **Tell them to head for Timberwall. Its high walls should protect them.** – Go to Verse 7.
- **Tell them nowhere is safe** (requires any part of the "**War for Avalon**" status) – go to Verse 10.
- **Do not answer. Ignore the pleas and walk on.** – Each Party member gains 1. Exploration ends.

6

If you **have** part 4 and **don't have** part 5 of the "**Cosuil**" status, go to:

Otherwise, read on:

You wander between the chalk-white lines of sacred symbols, lost like an ant on a giant tapestry. After a while, you feel revived, as if some strange power seeps from under the ground. Invigorated, you walk on until you discover a small mound that instantly draws your attention, breaking the perfect line of the horizon.

You approach the mound – a fresh grave. Strips of fabric flap on a wooden symbol of the Allmother, and a broken sword lies half-buried in the dirt. The grave is crude as if dug in a hurry. Tracks lead north-east from there.

New Task: Follow the tracks to find out what happened to the rest of the group.

Each Party member with 2 or less Magic gains 1 Magic.

If you **have** part 1 of the "**Fate of the Expedition**" status **OR** part 1 of the "**Dreams and Prophecies**" status **OR** if you're playing **Beor** go to Verse 8.

Otherwise, Exploration ends.

7

You guide them, and they nod, desperate for any advice. Soon, they head in your chosen direction. Other groups fall behind. You feel your throat clenching. Did you make the right call?

If you **have** any part of the "**War for Avalon**" status, each Party member gains 2. Gain part 2 of the "**Strange Encounters**" status. Exploration ends.

8

You immediately recognize the family crest of Lord Yvain on the fabric and the sword's pommel. You feel a sudden sting of dread. So, his quest ended here – on sacred plains, far from any landmark. What was he doing here? What happened to the rest of his party? There might be only one way to find out, and you wonder whether you have the guts to try it.

If you're playing **Maggot** and **don't have** part 4 of the "**Final Lesson**" status, go to Verse 11.

If not, choose one:

- **Pay your respects and leave** – Exploration ends.
- **Dig out the grave** (only if you don't have part 2 of the "**Pillager**" status) – go to:

10

You take your time to explain there's no easy way out. The land they hoped was safe is endangered by the wyrdness. The farmholds are at war. Kamelot is failing.

That's not what they wanted to hear – they react with shock and disbelief. The children start to cry. After a while, they gather to talk their plans through. They plan to split, each small group looking for luck on their own. You hope at least some of them will make it.

Each Party member loses 1 and gains 1 Exp. Gain part 2 of the "**Strange Encounters**" status. Exploration ends.

11

Lord Yvain is dead. You used to hate him as much as he loathed you, and you were surprised when, out of all people in Cuanacht, he decided to ask you for help. And now you discovered he was willing to pay the ultimate price to save his people. If such a man could step up to great deeds, surely so can you?

Maggot gains 1 or 1 . Gain part 4 of the "**Final Lesson**" status. Go back to Verse 8.

Dream

A dream of flying, made even more astonishing by the sea of white signs stretching on the plains below you. Now that you see them all at the same time, something hatches in your mind. You see it now! The truth! THE TRUTH!

Each Character who has this Dream gains 1.

Nightmare

You wake up alone in dense mist that seems to cover the entire world. The sun, moon, and stars are gone, leaving only milky nothingness.

You spend hours wandering blindly. There's nothing left. All your world has returned to the void. You wake with a sharp sting in your heart, sweating profusely.

Each Character who has this Nightmare loses 1 and gains 2.

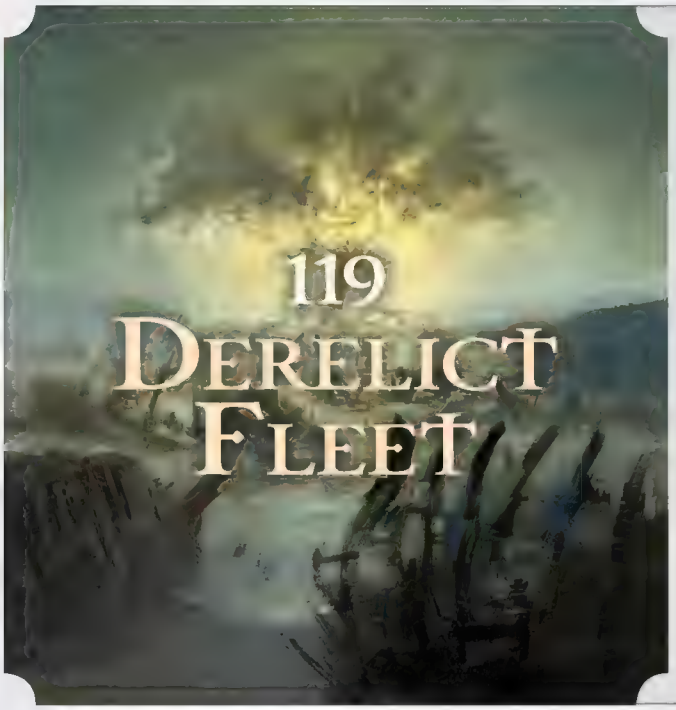
Menhir

This menhir is completely shattered. Only an unimaginable power could wrestle it back to life.

Requires **all Characters**, the **Menhir Rites** Secret card (**11**), and Secret card **7**.

Pay 2, 2 Food, and 1 Wealth (per Character): put a new Menhir model on this Location and set its Dial to **5** (1-2 Characters), **4** (3 Characters) or **3** (4 Characters).

If there aren't enough models left, take it from another Location of your choice.



119 Derelict Fleet

Arthur arrived on Avalon aboard three cogs laden with knights, soldiers, and settlers. As the conquest progressed, more and more ships came, until this sheltered cove was awash with creaking hulls, bound together by chains.

Most of these ships have long since sunk into the sea, and the lone fort guarding the fleet now presides over a field of rotten debris with a solitary tree rising from the water. The crown of this strange tree shimmers with runes of ancient magic.

- **Visit the old fort** – go to Verse 2.
- **Swim to the tree** – go to Verse 5.
- **Comb through debris** – go to Verse 7.
- **Use Secret 33** (requires Secret card **33** and part 3 of the "**Last Haven**" status) – go to Verse 3.
- **Abandon Avalon** (only available in **Chapter 15**, requires part 3 of the "**Last Haven**" status) – go to Verse 10.
- **Leave** – Exploration ends.

1

You spend some time rummaging through the derelicts. Among rotten wood, you find some valuables.

If you **don't have** part 5 of the "**Hidden Treasures**" status, gain 2 Wealth and part 5 of the "**Hidden Treasures**" status.

- **Continue the search** – pay 1 per Party member and go to Verse 4.
- **Abandon the search** – Exploration ends.

2

The fort is but an empty ruin. You notice someone was recently chipping at its wyrdstone portcullis. The trail of cartwheels and stone dust disappears to the north.

Go back to the start of this Location and make another choice.

3

If you **have** part 3 of the "**Remnants**" status, the ships are already gone – Exploration ends. Otherwise:

It wasn't easy ferrying settlers to the anchorage through waters crawling with selkie, and among encroaching wyrdness. Many lives were lost. Now, most of the people are safely aboard, with those few sailors spread thin among two dozen ships. They offer you command of Prydwen, the legendary flagship of Arthur. Once, it brought eager conquerors to Avalon. Now, it ferries broken remnants out of here, to an uncertain fate. Should you join them?

Gain part 3 of the "**Remnants**" status. Each Character gains 3 Rep and 3 Exp.

Then, choose one:

- **Return to the shore** – *There are still things you want to do and places you want to see.* Exploration ends.
- **Sail with them** (requires all Characters;, this will end your Campaign!) – go to:

4

You spend more time digging through the remains and discover that some of the ships' ornaments were plated with gold and silver!

Each Party member gains 1 Wealth.

Then, choose one:

- **Continue the search** – pay 1 per Party member and go to Verse 6.
- **Abandon the search** – Exploration ends.

5

If you **have** Secret card **78** and **don't have** part 3 of the "**Last Haven**" status, go to Verse 8. Otherwise, read on:

Runes of pure light shimmer in the crown of the tree and fog covers the ground below. Tired from a long swim, you grab one of the tangled roots and attempt to climb it, only to hit an unexpected, invisible obstacle. The dome is impassable. Inside, you see the rough outline of a ship — a way off this doomed island? It looks like druidic magic, so perhaps you could learn something in Moonring.

Without a place to rest, you barely return to shore alive.

Each Party members loses 1 and 1 Gain part 7 of the "**Pathfinder**" status.

New Task: Solve the mystery of the time-lost fleet.

Hint: Some tasks can only be finished after you progress far enough into the main story of the game – this is one of them.

Exploration ends.

6

Overcome with greed, you keep digging through wreckage. Suddenly, you hear a cry for help. A young woman in rags struggles to rise from under a rotten beam. You approach to help her — only to discover what you took for a human is just the tip of the tongue of an enormous beast!

Draw and resolve the "**Selkie**" green Encounter (Difficulty 3). After that, Exploration ends!

7

If you **have** part 5 of the "**Hidden Treasures**" status, go to Verse 9.

Otherwise, go to Verse 1.

8

A long swim against the tide takes you to one of the roots protruding from the sea. You grab its slippery surface with one hand, catch your breath, and then draw Excalibur. The pain of the spiked hilt digging into your flesh is only made worse by the sea salt. The hard surface of the dome shimmers in front of your face.

You strike, focusing your pain and anger into a singular blow. The dome parts, then disappears, unmade by the only thing capable of opening it. The anchorage is now accessible, along with the pristine ships it harbors, their rigging and hulls untouched by time.

Gain part 3 of the "**Last Haven**" status. Each Character gains 2 Exp. Exploration ends.

9

You keep rummaging through wreckage until you discover there's nothing more to find here.

Exploration ends.

10

Among the ships left by the Anchorage, there's one sloop small enough to operate on your own. You climb aboard, check the rigging and sails. All is well. If this boat was enough to bring someone to Avalon from faraway Homelands, with enough provisions, it could just as well take you to any place in the world.

You look toward the shore. Avalon seems darker than ever, with clouds of wyrdness choking the entire land. Still, it was your home...

- **Turn back** – Exploration ends.
- **Set sail and leave this place forever** (requires all Characters; this ends your campaign!) – go to:

Dream

You are a pioneer observing your new land with conquest in your heart and eyes fixed on the future. With the greatest figures of your age around you, no enemy or hardship seems impossible to overcome. Before you, a small part of an exposed shore emerges out of the wyrdness. You will make your landing here.

Each Character who has this Dream gains 1 Magic.

Nightmare

Rotting timbers creak in the depths. Bodies litter the water, many lashed to the great chains between ships by their feet in a deadly punishment, their fingers grasping toward the surface. A moray eel bolts from its hole, pursued by some horrifying creature. Movement stirs below. More hidden creatures writhe in the darkness, dozens, hundreds, swarming as though drawn to a beacon.

Each Character who has this Nightmare gains 1 .

A steep cliff abruptly cuts the wind-swept coast. Before you, the sea crashes violently against two rocks. The Horns of the South! These twin towers weathered the storms pounding the southern edge of the island for six long centuries until one of them broke in half during a particularly violent cyclone.

The rope bridges connecting the towers to the mainland are old and wet from sea spray, but there's a warm light in one of the windows.

- **Visit the inhabited tower** – go to Verse 2.
- **Visit the broken tower** (only if you **don't have** part 3 of the "**Disturbing Information**" status) – *The sea swells with fury far under its moldy rope bridge.* Go to Verse 4.
- **Search along the coast** – *Local caves are said to be used by brigands to hide their spoils.* Go to Verse 8.
- **Leave** – Exploration ends.

1

You are successful! A fire wakes in Lamorak's eyes and he thanks you with a quick nod. He asks you to help him fasten his armor, and as you complete this task, Lamorak asks you for a piece of advice.

"Pray tell, good traveler what would you do in my place? Continue this impossible quest, or return to my brothers?"

- **Suggest he return to Kamelot** – *"You're right, of course. There are other tasks I could accomplish by now if I weren't so set on this goal."* Gain part 7 of the "**Restoring the Order**" status. Exploration ends.
- **Suggest he ride into wyrdness to complete the quest** – *"Yes, that makes sense. The more we give, the greater our honor. And there's no larger gift than life."* Gain part 7 of the "**Fall of Chivalry**" status. Exploration ends

2

If there's a Time Token on this Location, or if you **have** part 6 of the "**Helping Hand**" status, keepers won't speak to you – Exploration ends.

If you **have** part 3 of the "**Disturbing Information**" status, go to Verse 19.

If you're playing **Arev**, go to Verse 12.

Otherwise, read on:

The warm glow and smell of freshly baked bread draw you to the inhabited tower like a moth to the flame. Inside, you are greeted by three lantern keepers who invite you to join them for a meal. You accept, politely trying not to look at the brands on their foreheads.

It's been ages since any ship sailed to Avalon. Yet, the laws of the land do not die easily. The beacons must stay lit. When one keeper perishes, one of the largest farmholds picks a man who must leave his family and his profession behind to join the keepers. Despite these circumstances, these three seem a friendly bunch. Do you want to stay here?

- **Yes** – go to Verse 18.
- **No** – go back to the start of this Location and make another choice.

3

The creature fights with all of its strength and ardor but it doesn't have much of either. You push it to the ground and tie it up, ending with mere scratches. You finally have some time to look at the beast. It turns out that she is a young woman, deformed by badly healed bone fractures. She snarls at you. Her smell reeks of fish and rotten meat. You notice many fish and seagull carcasses around.

Each Party member loses 1 and gains 1.

Then, choose one:

- **Kill the poor thing and leave** – Exploration ends.
- **Leave her here and climb back up** – go to Verse 17.
- **Hoist her up** (pay 2 and 1) – go to Verse 21.

4

You enter the bridge leading to the broken tower. The wind tugs at the moldy ropes and the bridge shakes and twists, making it perilous to proceed...

Roll a die and add your **OR** .

1-5 *You fall into the raging sea, luckily missing sharp rocks.* Each Party member loses 4 and 4. Exploration ends.

6+ – go to Verse 9.

5

As soon as you start your story, you notice something wrong. Their smiles are gone. They listen for a moment, brows furrowed. Then, the eldest keeper says: "Mayhaps you thought we are simple folks. Well, you were wrong. Stories are what keeps us sane here. We've heard countless tales over the years. We know how to spot a lie."

They throw you out of the tower and lock the door.

Place a Time Token on this Location. Exploration ends.

6

The climb is steep, but you make good use of the loose rope hanging from the bridge. You reach the bottom of the tower, full of rotten wood and fish. Before you have a moment to take a look around, something lunges at you from the darkness.

Gain part 3 of the "**Disturbing Information**" status.

- **Fight it!** – go to Verse 17.
- **Try to restrain it!** – go to Verse 3.

7

Time flies unnoticed, hour after hour, as you describe mind-bending vistas of the Fore-dweller capital and the warped echo of Kamelot you found at its heart. The keepers are so focused on your story that you wonder whether they remember to breathe.

When you're done, for a long while you only hear waves crashing into the tower's base. Finally, the eldest keeper says:

"My lad, this is a story unlike any we've heard before. And we know many stories."

If you **don't have** part 3 of the "**Fortunate Meetings**" status, the keepers reward you with some of their best equipment – draw five non-Companion Item cards, pick any two, and then gain part 3 of the "**Fortunate Meetings**" status.

Go to Verse 11.

8

You discover a small campsite on top of one of the cliffs – with a clear view of sky-high walls of the wyrdness, approaching from the west.

If you **don't have** part 7 of the "**Fall of Chivalry**" or "**Restoring the Order**" status, go to Verse 10. Otherwise, Exploration ends.

9

Finally! You stumble onto the reassuringly immobile stone ledge where you catch your breath and wait for your stomach to settle.

Roll a die and add your . If the result is 7 or higher, go to Verse 14.

Otherwise, choose one:

- **Listen for a while** (requires part 3 of the "**Helping Hand**" status) – go to Verse 14.
- **Go inside the tower** – go to Verse 15.

10

An older man sits idly. You engage in a brief conversation and spot armor and a shield tucked inside his tent. You recognize the crest on the shield! This man has to be Lamorak – one of the knights of the Round Table!

He ignores you and fixes his eyes on the horizon.

You ask him why he sits idly when the entire island is in peril. He tells you about his important quest to the western part of the island – a quest now impossible to complete, as the wyrdness swallowed the passage. He has failed. He is tired. He no longer wishes to go on.

- **Leave him be** – Exploration ends.
- **Convince Lamorak to take up his arms** (requires at least 2 , Secret card **7** or Secret card **95**) – go to Verse 1.

11

If you **have** part 3 of the "**Helping Hand**" status, Exploration ends. Otherwise, read on:

"I'll guide you back to the land," the young man says after the meal. During the walk across the bridge, he tells you he heard eerie sounds coming from the broken tower. The other keepers laugh at him, but he thinks something dangerous could have moved in. He gives you a small pouch and asks you to look into this matter.

Gain 1 Wealth and part 3 of the "**Helping Hand**" status. Exploration ends.

12

"Arev? You son of an ox! How come you're still alive?"

The middle-aged keeper was once your squadmate in a mercenary warband. You bloodied your hands together many-a-time. In the end, he also chose a retirement – though a different kind than yours. You ask him whether he suffered from the same curse, and he laughs. Just a week after he settled down for good, a keeper died here and he was chosen to replace him.

"How's that for a curse, eh?"

You spend some time together, reminiscing about the old days.

If you **don't have** part 1 of the "**Fortunate Meetings**" status, **Arev** loses all and gains 1 Exp; gain part 1 of the "**Fortunate Meetings**" status.

Then, choose one:

- **Leave** – go to Verse 11
- **Stay longer** – go to Verse 18.

13

The keepers listen to you with interest, but they are not as impressed as you'd hoped – maybe the ever-closer presence of wyrdness makes them wary of all things strange?

Go to Verse 16.

14

At first, you hear only roars of the ocean. But then, you catch faint, disturbing noises – scraping at stones, gasping, weeping.

Go to Verse 15.

15

You carefully enter the dark tower, and your foot encounters void instead of the expected floor. You rapidly back off, trying to catch your balance. When your eyes adjust to the dim light of your torch, you see that all of the floors collapsed into the tower, and now it looks more like a stone well with wooden rubble at its bottom.

- **Climb down** – go to Verse 6.
- **Retreat** – Exploration ends.

16

The keepers are grateful for your time and effort. They give you some supplies as a token of their appreciation.

If you don't have part 2 of the "**Fortunate Meetings**" status, the keepers reward you with some of their supplies. Gain 3 Food and 1 Wealth. Then, gain part 2 of the "**Fortunate Meetings**" status.

Go to Verse 11.

17

The creature attacks fiercely, and you instinctively deal a precise blow to the neck, snapping it like a dry twig.

Before you lies a woman with disfigured arms and legs – it looks like her bones had been broken and never healed properly. She looks so small and frail, lying between seagull carcasses and old fishbones. How long was she here until you accidentally ended her misery? There's nothing more to see here, apart of countless scratches on the walls.

Each Party member gains 1. Exploration ends.

18

They lead you to the table they've prepared for a meal. Unlike most places these days, they still have plenty of provisions stocked in the cellars and are eager to share them for a good story. What do you want to tell them?

Place a Time Token on this Location.

Then, choose one:

- **A made-up, quirky anecdote** – go to Verse 5.
- **A short but vexing tale of mystery** (requires at least one part of the "**Burning Mystery**" status) – go to Verse 13.
- **An epic tale of war and betrayal** (lose 1, requires at least one part of the "**Lost and Fallen**" status) – go to Verse 20.
- **A long and detailed record of your incredible journey** (lose 2, requires the "**Winds of Wyrdness**" status) – go to Verse 7.

19

- **Pretend nothing has happened** – go to Verse 18.
- **Confront the keepers about what you found in the tower** – go to:

20

The middle-aged keeper listens with an utmost focus, but the other two look rather tired and sad. You wanted to stop, but they ask you to continue. After your blood-filled story, the oldest man says: "Then Avalon is falling. We should be with our families, not here."

Each Party member gains 1. Go to Verse 16.

21

The woman calms down only after you push her up over the ledge, after an exhausting and dangerous climb. As you gather your equipment, you hear a shuffle behind you. You turn around and see the woman running carelessly through the rope bridge, swaying on her misshapen legs. You pursue her but quickly lose sight. At least she's free now. Who knows how long she was imprisoned in this dark, cold hell?

Each Party member gains 1 Exp. Exploration ends.

Dream

The view from the top of the tower is magnificent. Ships under full sails sweep through the windy ocean. They transport people and goods from one side of the island to the other in a mere two days. The blazing fire behind you warms up your back, making the keeper's job less lonely and almost pleasant.

Each Character who has this Dream gains 1.

Nightmare

You flinch at the incessant drip of water onto your head. Your ribs show through your wasted flesh, your back hunched. It's been years since you last stood, since you lost hope of rescue. Only the passing of sun and moon over your disc-like window high above fill your days. The tally scratched on the circular walls has long since lost meaning, yet you scratch another day in. Upon waking, you wince at a throbbing pain in your finger where the nail and tip are worn to the bone.

Each Character who has this Nightmare gains 1 and loses 1.

121 Broken Cuanacht

If you **have** part 1 of the "**Left Behind**" status, go to Verse 9. Otherwise, read on:

After your long journey, the sight of home should bring relief. Instead, it only causes heartbreak. Even from afar, you realize fate was not kind to Cuanacht or its residents. The land has buckled and split open. The landmarks and houses you remember from childhood are gone. The guardian menhir hangs precariously on the edge of the chasm.

After several waves of migrations and the slaughter of the Halfway Meeting, just a few dozen people remain. As you approach, you meet their tired, sad gazes. "I see you received our message," one of them says. "Are you finally here to help us?"

- **Yes** – go to Verse 1
- **No** – go to Verse 10.

1

The remaining people of Cuanacht need guidance. Should they stay and attempt to survive, or leave the safety of the menhir in search of greener pastures? They lead you to one of the last surviving buildings and gather around, hoping for words to break through their cloud of desperation.

- **Lead them to a safe place** (only available in **Chapter 14**, only if you **don't have** Secret card **33**, requires **all Characters**) – go to Verse 11.
- **Promise you'll head out immediately to find a safe place for them** (only available in **Chapters 10-12**, requires **all Characters**) – This will end your Chapter and will make you abandon any other missions! Go to Verse 6.
- **Tell them to wait** – *You still have people to meet and places to visit. Maybe you can find them help later?* Each Party member gains 1. Exploration ends.

2

You want to tell the people of your town about all the great and important things you've discovered and took part in during your travels, but can't find the right words. Would it matter to them anyway? You make up some excuses and they listen to with sad nods and disappointment. A young woman sobs, while her mother whispers to her, "Told you, there's no help a-coming." The shame quickly chases you out of town.

If you **don't have** part **6** of the "**Lost and Fallen**" status, each Party member loses 1 for each point of their . Then, gain part 6 of the "**Lost and Fallen**" status. Exploration ends.

3

If you **have** part 6 of the "**Pathfinder**" status, go to Verse 8. Otherwise, read on.

The truth is harsh but simple. They were starving. They were desperate. And Kincaid's daughter paid them well to attack her party, fake her death, kill all witnesses, and escort her to Kamelot. Everything went according to plan, and the girl is now under protection of Morgaine.

Lady Kincaid would most certainly send you to the Kamelot to check the story out and retrieve Siobhan.

New Task: Seek out Siobhan in Besieged Kamelot (**195**).

Exploration ends.

4

You never thought it would come to this, but here you stand a powerful hero who braved Tuathan itself accusing the people who sent you on your journey of a serious crime.

Your people are reluctant to talk. But you know them well enough to know they hide something rich fabrics and newly forged swords that you've never seen here before can attest to that.

- **Slaughter them** – *They're no longer your people.* Go to Verse 13.
- **Convince them to tell the truth** (requires at least 4 or at least 4) – go to Verse 3.
- **Torture them until they tell the truth** (each Party member gains 2) – go to Verse 3.
- **Leave** – Exploration ends.

5

Cuanacht has little fighting men left, and all of them are surprised when Mordred's men jump at them out of the mist. Soon, the village is seized, and every living man, women and child are rounded up and shackled. You do your best not to looking into their faces and try to convince yourself this is their only chance for survival.

Gain part 8 and part 1 of the "**Left Behind**" status. Gain part 4 of the "**Final Confrontations**" status.

CONGRATULATIONS! You've completed this Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

6

Many things occupied your time until now. Allies, wars, mystical artifacts, expeditions into wyrdness. You agree to abandon all of this. The survival of your people must come first.

There are places in Avalon that might be safe from Wyrdness. You need to find at least two of them.

Go to:

7

You never thought it would come to this, but here you stand – a powerful hero who braved Tuathan itself – requesting the people who sent you on your journey to give up the last of their hope.

Remaining Cuanacht villagers offer little resistance, as Kamelot's warriors seize their menhir and load it onto a wagon.

"Traitor!" you hear as you depart. You know your people won't be here when you return.

Gain part 1 of the "**Left Behind**" status. Gain part 1 of the "**Final Confrontations**" status.

CONGRATULATIONS! You've completed this Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

8

The truth is harsh but simple. They were starving. They were desperate. They thought you were dead and lost all hope. Kamelot's transports were barely defended and so tempting...

- **Execute the perpetrators and confiscate the spoils** – go to Verse 12.
- **Let them go free** – Your allies in Kamelot won't like it. Exploration ends.

9

An empty, deserted town, like many others in Avalon. Did you use to live here?

Exploration ends.

10

"Then why are you here?"

- **Apologize to them** – go to Verse 2.
- **Investigate the crime they've committed** (only available in **Chapter 11**, requires part 2 or part 6 of the "**Pathfinder**" status) – go to Verse 4.
- **Give Mordred's men a sign** (only available in **Chapter 11**, requires part **4** of the "**Pathfinder**" status) – go to Verse 5.
- **Give Morgaine's henchmen a sign** (only available in **Chapter 11**, requires part 1 of the "**Pathfinder**" status) – go to Verse 7.
- **Leave** – Exploration ends.

11

Your people look to you with hope – they are desperate for any help and would follow you into the underworld itself. Try not to betray this trust.

Gain part 1 of the "**Left Behind**" status. Gain part 7 of the "**Final Confrontations**" status. Gain the "**Hopeful Settlers**" Secret card (**33**) and place a Quest Token on it.

New Task: Guide the people of Cuanacht to one of the safe locations in Avalon.

Exploration ends.

12

Each Character gains 1. Gain part 1 of the "**Left Behind**" status and part 6 of the "**Final Confrontations**" status.

CONGRATULATIONS! You've completed this Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

13

They say wounds inflicted by your own kin hurt the most. Even though the people of your town suffered much, seeing their would-be champion turn against them was too much for many of them to bear.

Soon, silence envelops the farmhold. Those who aren't dead run for the hills.

Thus ends the story of Cuanacht – with flashing steel, blood, and anguished screams.

Each Character gains 1 for each point of their . Gain part 1 and 8 of the "**Left Behind**" status. If you **don't have** part 2 of the "**Pathfinder**" status, Exploration ends.

If you **have** part 2 of the "**Pathfinder**," gain part 2 of the "**Final Confrontations**" status.

CONGRATULATIONS! You've completed this Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

Dream

The sky is blue. The summer breeze caresses the meadows and the tents of Arthur's army, gathered around a pristine menhir. The soldiers prepare to carry their conquest westwards, but some settlers decide to stay. The open fields, the nearby woods, the serene meadow perfect conditions to establish a new farmhold. The people work with enthusiasm, building a new home. They name this place after a half-forgotten folk hero from their lands beyond the vast sea. Piece by piece, Cuanacht is born.

Each Character who has this Dream gains 1.

Nightmare

A beam cracks. A rope snaps. With a thunderous roar, Cuanacht's menhir slides into the chasm and disappears in the black bowels of the earth. One of the women slowly approaches the edge, looks down, weeps, and jumps. An older man follows her. Then, a family of three. One by one, rather than become stranded alone in the wyrdness, the last people of Cuanacht choose a quicker way out.

You try to stop them, but your voice is gone, and your feet are glued in place.

Each Character who has this Nightmare gains 2.

Menhir

The local menhir barely clings to the edge of the chasm.

Requires **all Characters**, **Menhir Rites** Secret card, and **Stoneshaper's Tools** Secret card.

Pay 1, 1, 2 Wealth and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.

122 Drained Lake

For centuries people from all over the island made pilgrimages to the Mirror Lake, begging the Pale Lady for healing, favors, or simple solace. Now, the reflective waters are gone, drained into the cracked ground. This is the starkest and most unfortunate casualty of the troubles Avalon has experienced so far.

What's even more troubling is that the lack of water has revealed a secret hidden under the Mirror Lake since ancient days: a lone wyrdstone spire, the top of which up until now formed the island in the middle of the lake.

- **Climb down into the basin** – *It's slippery and dangerous!* Roll a die and add your . Now, check your result in Verse 1.
- **Hunt at the edge of the lake** – *The waters are gone, but wild animals still come to the edge of the lake. It might be a good opportunity to resupply.* Roll a die and add your . Now, check your result in Verse 2.
- Leave – Exploration ends.

1

Your result was:

1-6 – *You step on an algae-covered stone, slipping into the depths of the basin. Half a minute of terror later, you end up on the bottom of the lake, battered and exhausted.* Each Party member loses 6. They can reduce the loss by 1 for each point of their , and by an additional 2 if they **have** an "**Adventurer's Kit**" Item. Then, go to Verse 10.

7+ – *Mud and algae cover the slope, but your keen eyes save you from any harm.* Go to Verse 10.

2

Your result was:

1-2 – *You try to locate some tracks or other signs of animal activity, but fail. You just wasted time.* Exploration ends.

3-4 – *You hear rustling from behind you. You are not sure if you are a hunter or prey now.* Resolve a green Encounter. Then, Exploration ends.

5-6 – *Patches of brown fur lead you to a small den.* Resolve the "**Glade Hare**" green Encounter (Difficulty 1). Then, Exploration ends.

7+ – *One of the short trees is freshly barked. Is there a deer nearby?* Resolve the "**Royal Elk**" green Encounter (Difficulty 1). Then, Exploration ends.

3

The entrance to this structure was never meant to be accessed from the ground. Its narrow slit hangs fifty feet over the dried mud of the lake bed. Fortunately, kelp-covered wyrdstone offers plenty of hand- and footholds.

The air inside is humid and fetid. Rotting fish hang from the ceiling, pile in corners, float in puddles of muddy water. You explore the tower and call for the Lady, but she's nowhere to be found. You walk out empty-handed and shaken.

Each Party member with 1 or more gains 1.

Exploration ends.

4

If you're playing **Chapters 5-7**, the tower is empty – Exploration ends. Otherwise, read on:

The entrance to this structure was never meant to be accessed from the ground. Its narrow slit hangs 50 feet over the dried mud of the lake bed. Fortunately, kelp-covered wyrdstone offers plenty of hand- and footholds.

Soon, you enter the maze inside the tower. Through rooms of unknown purpose and winding halls, you eventually reach the inner sanctum. The Lady waits, reclining on a piece of wyrdstone mirroring her shape perfectly. She's paler than before, and when she welcomes you, her words take longer to coalesce into a language you understand.

If you **have** Secret card **7**, go to Verse 6.

Otherwise, choose one:

- **Tell her what happened in Tuathan** – go to Verse 7
- **Ask her about herself** – go to Verse 9.
- **Ask her about two talismans** (requires Secret card **21** and Secret card **22**) - go to Verse 11.
- **Ask her if there's anywhere safe from Wyrdness** (only available in **Chapter 13**) – go to Verse 8.
- **Ask her about the cure for Red Death** (requires "**Red Sign**" Secret Card **66**) – go to Verse 5.
- **Leave** – Exploration ends.

5

"Long ago, a man covered in scars came to me. He said the wounds were a memento of the Red Death. I could do nothing for him, so he settled in a secluded place up north, far away from people who still treated him like a threat. I think he has gone to the Fernsea."

Gain part 1 of the "**Black Cauldron**" status. Then, go to Verse 4 and make another choice.

6

Seeing the cup is still in your possession, the Pale Lady rises to her feet and swells with fury. Suddenly, she doesn't look half as human - or half as weak - as she did minutes ago.

"Malignant fools! I told you what would happen!" she bellows, towering above you, her four arms outstretched. "Why would you bring this damned thing back? What did you think would happen? I've had ENOUGH! BE GONE, VERMIN!"

Her last words twist into an invisible force that rapidly pushes you from the room and out of the tower. Fortunately, the muddy lakebed breaks your fall.

Each Party member loses 3 . Exploration ends.

7

She listens carefully, growing paler with every word.

"So, in the end, he did return to atone for his greatest mistake. Or was it MY greatest mistake?"

She sighs, then continues:

"You see, the upside-down citadel it was my fault. I taught Arthur the secrets of my people, the way we shape the wyrdness with thought and song. He first used this knowledge to change himself into a fierce warrior, and then to challenge Tuathan itself. But his dream was always more significant, to restore what he had lost in his homelands a seat of human power, a sanctum of chivalry: Kamelot.

"He entered Tuathan with his army and reached the heart of the city, where the wyrdness was thickest and brimming with possibilities. There, he tried to conjure Kamelot out of pure wyrd and fading memories. If he had succeeded, he would have replaced the heart of Tuathan with his new empire. But memories often play tricks on us, and wyrdness twists even sharpest human minds. This new Kamelot came out wrong. Arthur eventually returned to the east and started to raise another castle, this one of stone and human sweat. But the place you've seen remained in Tuathan for centuries, a thorn in the side of my people. What you did there will certainly make my kind less vindictive."

Go to Verse 4 and make another choice.

8

"There are some places along the coast where wyrdness was never strong," she says."The place Arthur picked for his landing six centuries ago is one, but there are others."

With some reluctance, she speaks of the giant statue humans call the Serene Visage. It was created by Fore-dweller worshippers of death, who wanted to open the gates to the afterlife, where departed Fore-dwellers go to live as lesser beings. The cult was discovered, their plans foiled, but the Visage itself was too beautiful for the Lady's kin to destroy. Instead, they sealed away the real power of this place and set upon it powerful magic that repels Fore-dwellers.

"You might be able to use it to your advantage. If you break the seals at the heart of the Visage, it will shelter you from the wyrdness. And no being of my kind could follow you there. Unfortunately, this includes me. You must break the seals yourself. Some knowledge of the wyrdsteel and right tools goes a long way."

Gain part 6 of the "**Dreams and Prophecies**" status.

New Task: Convert Serene Visage into a shelter for humans.

Go to Verse 4 and make another choice.

9

The Lady shakes her head.

"Telling this tale would only make me more resentful and weaker in the hour when I need my strength the most. But if you want to learn, in this place, dreams are often windows into the past."

Go to Verse 4 and make another choice.

10

You stand at the foot of an ancient tower made of wyrdstone. If you **have** the "**Matricide**" status, go to Verse 3. Otherwise, go to Verse 4.

11

You confront the Lady, showing her both the talisman you've found on the dried-out cadaver, and the one you discovered on Lord Yvain's body.

There's a long pause. Then, with a piercing sadness in her voice, the Lady says: "You are right, of course. I had many champions over the years. All went to Tuathan, and nearly all have died. Believe me, each day I feel regret. Each day their faces and names return to me. But there was no other way... Know that your friends were the first to succeed. They've found a way to enter Tuathan and returned with the Grail, though now, knowing how the vessel was misused, and what bloodshed it caused, I think it would be better if it stayed hidden. But you may still be able to do what they couldn't. Save the people of this land."

Then, she presents you with a gift.

If you don't have part 5 of the "**Fate of the Expedition**" status:

- Each Party member gains 2 Exp.
- Gain the "**Runic Sword**" Item (if it's unavailable, gain 6 Magic instead).
- Gain part 5 of the "**Fate of the Expedition**" status.

Exploration ends.

Dream & Nightmare

Everything is dark; the only light is high up, dim and cold. You swim inside the tower and prowl its empty corridors, eating raw fish, waiting for anything to happen. For your kin to win the war against humans and punish you. For humans to finally slaughter your kin. For your boy, treacherously slain by his enemies, trapped in an endless cycle of life and death, to reincarnate as a lesser being. Centuries pass, and you are still there, in the cold and dark water, alone, abandoned, almost forgotten - waiting.

Each Character who has this Dream or Nightmare gains 1 .

123 Sunken Mounds

By now, you've visited so many menhirs you can sense their power over vast distances. As you enter the familiar maze of the burial mounds, you feel no presence of the local statue. It seems gone, and without its influence, this dangerous land has lapsed even deeper into wyrdness. The chaotic power now tugs at every fiber of your being. Simply standing here causes physical pain.

You may chart a careful course through the tops of the highest mounds, but there's precious little to explore here now.

When you Explore this Location, each Party member gains 1 Magic and loses 1 . Exploration ends.

1

Draw and resolve a purple Encounter.

Exploration ends.

125 Titans' Steps

These terraces and steps, more fit for giants than men, offer breathtaking vistas of the rest of the island (and plenty of opportunities for a deadly slip). They were popular with hermits, who used to live in their caves.

On one of the uppermost steps rests the smoking rubble of the Allmother's pillaged temple.

- **Search the hermit caves** – go to Verse 1.
- **Visit the burned temple** – go to Verse 2.
- **Sit on a cliff and enjoy the views** – go to Verse 3.
- **Leave** – Exploration ends.

1

This area was known for wild-eyed mystics and hermits pestering travelers. But the few inhabited caves are now deserted, cleaned of any valuables. Why did all the hermits leave?

You keep looking for clues but find none. On the wall of the largest cave, among the profanities and crudely drawn depictions of naked women, you find a message painted with soot:

"Do not go to Kamelot. 'Tis a silly place."

Exploration ends.

2

The ashes of the temple are beginning to cool. Inside, you find the naked bodies of three priestesses. One was young, one middle-aged, and one older, but they all suffered the same fate before the Allmother allowed them to die.

Outside, a knight of the Round Table hangs crucified on a wooden cross. Soot coats his armor, and his face is a bloody mess. You can't even tell which of the knights he was.

Each Party member gains 2 and part 4 of the "**Fall of Chivalry**" status (if you **don't have** it yet).

Exploration ends.

3

You can see your home from here!

The rolling clouds of pure wyrdness look like they're about to swallow it whole...

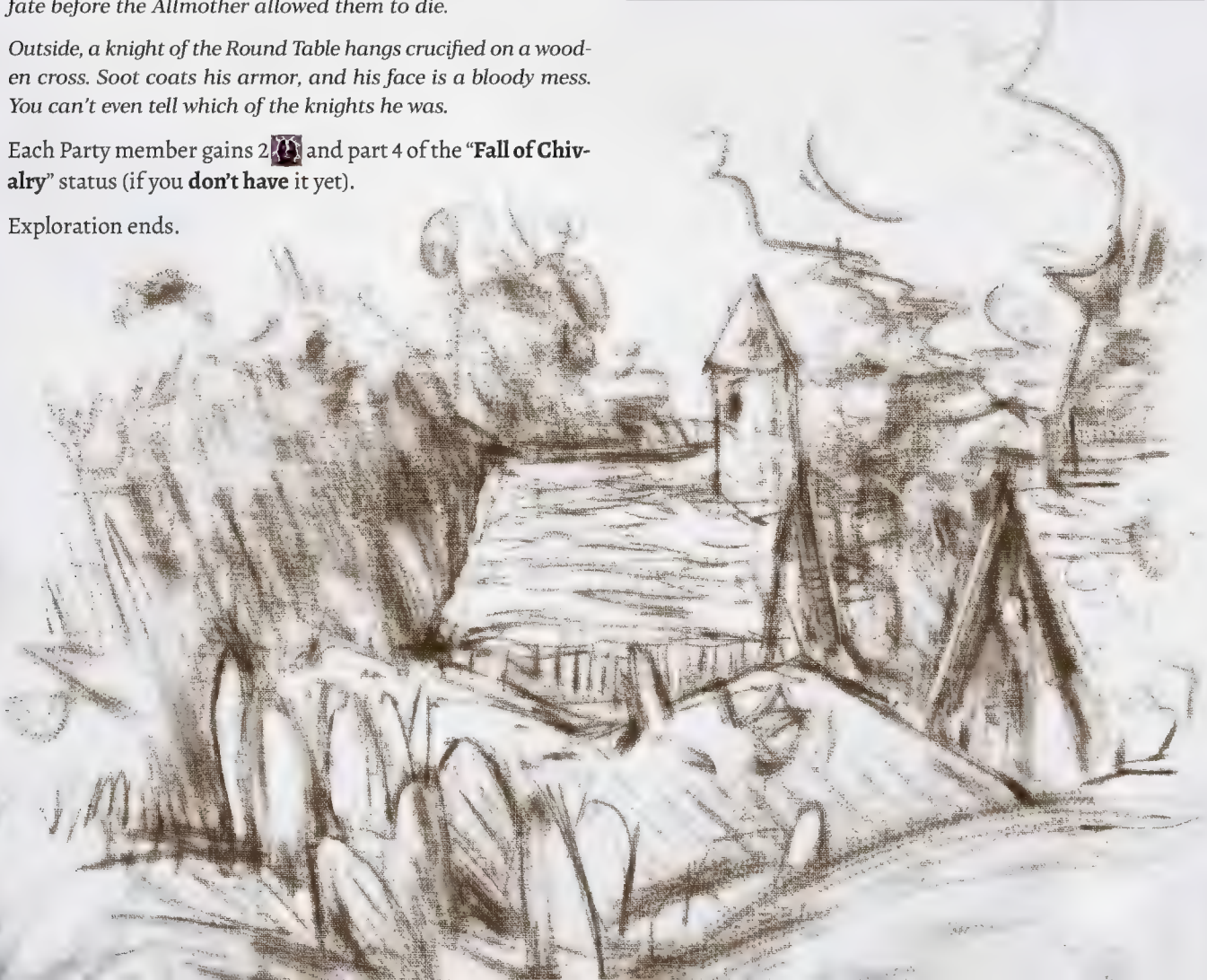
Each Party member gains 1 . Exploration ends.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 3 and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.



126 Collapsed Dolmen

Even though the giant dolmen always looked precarious, people got so used to it that they never thought it could collapse during their lifetime.

Now, a long string of dust-covered survivors walks past you with pain and disbelief on their faces. Inspecting the rubble demolished by the giant rock, you try to come to terms with the fact that it took only a moment for one of the most considerable powers of Avalon to vanish from the map.

- **Visit the makeshift town** – go to Verse 5.
- **Root through debris** (pay 1 per Party member) – go to Verse 8.
- **Deliver a diplomatic message** (requires at least one part of the "**Diplomat**" status) – go to Verse 4.
- **Try to locate Kincaid's Long Hall** (only if you don't have part 7 of the "**Lost and Fallen**" status) – go to Verse 3.
- **Leave** – Exploration ends.

1

The camp is nearly empty now, save for some vagabonds and poor souls who chose to live on the rubble of great dolmen. It's cold. Strands of wyrdness float through the air like the morning mist. There's nothing left for you here.

Exploration ends.

2

If you **have** Secret card **33**, you cannot lead more people now – Exploration ends. Otherwise, read on:

You are surprised how easily you convinced them to go with you. On the other hand, when you look around their shanty town, you see nothing that would make anyone want to stay.

Gain part 2 of the "**Left Behind**" status. Gain the "**Hopeful Settlers**" secret card (**33**).

New Task: Guide people of Farshire to one of the safe locations in Avalon.

Hint: Don't take too long! Their trust in you will slowly erode.

Exploration ends.

3

Finding the palace should be an easy task. Too bad it is buried and crushed somewhere beneath the gargantuan dolmen..

- **Ask the locals to help you dig through the ruins** (pay 2 and 3 Rep) – place 1 Quest Token on this Location. Then, Exploration ends.
- **Dig under the dolmen on your own** (pay 3 , each Party member loses 2) – place 1 Quest Token on this Location. Then, Exploration ends.
- **Enter the crushed Long Hall** (requires at least 3 Quest Tokens on this Location) – remove all Quest Tokens from this Location and go to Verse 7.
- **Leave** – Exploration ends.

4

You make sure the message about the meeting is received. Considering what happened recently, you have no doubt they'll negotiate.

If you **don't have** part 3 of the "**Diplomat**" status, each Party member gains 1 Exp; then, gain part 3 of the "**Diplomat**" status. Exploration ends.

5

If you **have** part 2 of the "**Left Behind**" status, go to Verse 1. Otherwise, read on:

People raised an entire village out of scrap and rubble at the edge of the destroyed city. Now, they roam its filthy alleys, not sure what to do next.

- **Buy something from the survivors** – pay 1 Food to draw 1 Craftable Item. Then, choose another option.
- **Convince people that you will bring them to a secure haven** (only available in **Chapter 13**, requires **all Characters** and their consent) – go to Verse 2.
- **Leave** – Exploration ends.

6

A gleam in the dark catches your attention. Wyrdsteel! The metal only some antiques from the Age of Legends are made of. You grab the shiny item and return to the surface, choking with dust.

If you **don't have** "**Stoneshaper's Tools**" Secret card (**58**), gain this card. Otherwise, gain 1 random non-Companion Item. Exploration ends.

7

You finally dig down to the Long Hall. The sturdy construction partially endured the collapse, but most of the building is in ruins. Navigating this place is exhausting dust clouds your vision, and you move in constant fear of something collapsing on your head. Along the way, you find some valuables and massacred bodies in rich garments. It looks like everyone here is dead. Then, you hear a weak, muffled cry.

Following the sound, you uncover a girl of 15, trapped under the rubble for gods know how long. You work hard to free her. When you finally remove enough debris, you recognize the eldest daughter of Lady Kincaid Siobhan.

Together, you leave the shattered hall. As she takes a first look at the ruined city below, you see her face change. Gone are pain and fear. In their place boundless hatred, thirst for revenge. You almost feel as if you unearthed a demon bent on bringing further destruction into this world.

She leaves without a word of thanks.

Each Party member gains 2 and 2 Exp. Gain 5 Wealth. Gain part 7 of the "**Lost and Fallen**" status. Exploration ends.

Hint: Many decisions you make will reverberate in the other two main Tainted Grail campaigns. This is one of them.

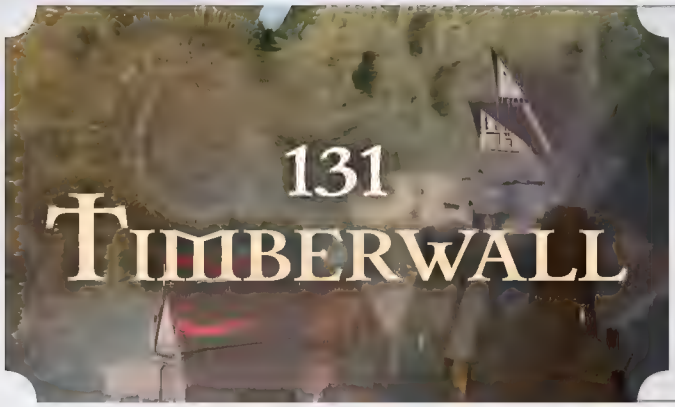
8

Roll a die and add your or (whichever is highest). Your result was:

1-4 – *You only tire yourself out.* Each Party member loses 1. Exploration ends.

5-7 – *You find valuables.* Gain 1 Wealth per Party member. Exploration ends.

8+ – *You uncover a half-collapsed shop under the debris. There are still some ancient trinkets inside.* Go to Verse 6.



131 TIMBERWALL

With its back resting against the safety of an impassable Fore-dweller fortification, Timberwall climbs so high it's visible from miles away. The people of this city resemble their home: opportunistic, proud, and clinging to any advantage they can wrestle in this brutal world.

If you **have** part 2 of the "**Lost and Fallen**" status, remove this Location card from the game and replace it with Location **137**. Then, Explore this new Location.

Otherwise, if you **have** part 3 or 4 of the "**Lost and Fallen**" status, go to Verse 20. If you don't, go to Verse 1.

1

Right now, Timberwall citizens seem to be out of luck — as you approach, you notice the drawbridge is closed. The tents of an enemy army surround the wall. Getting into the city won't be easy. As you ponder, a group of vicious-looking mercenaries comes out to meet you.

- **Run away** – move all Party members to the lowest-numbered revealed Location connected to Timberwall. Exploration ends.
- **Face them** – go to Verse 21.

2

If your is 1 or higher – go to Verse 8.

If your is 0: *Being an outsider, it's hard to make people trust you, and easy to get into trouble.* Draw and resolve a blue Encounter. Then, Exploration ends.

3

"Were you born under a rock?" he laughs at first, then his voice hardens. "Or maybe... you're a spy?"

Resolve the "**False Accusation**" blue Encounter (Difficulty 3).

If you lose, instead of applying the Failure rules from the card, move your Character to the lowest-numbered revealed Location connected to Timberwall. Exploration ends. Otherwise, go to Verse 5.

4

"And why the heavens should we let you in?"

- **Because you'll make it worth their while** (pay 5 Wealth) – go to Verse 7.
- **Because you speak with them frankly, like one military veteran to another** (requires **Arev**) – go to Verse 7.
- **Because you're a known hero who wants to settle this conflict** (requires 6 Rep) – go to Verse 7.
- **Because you're on a mission from Lord Mordred** (requires part 3 of the "**War for Avalon**" status) – go to Verse 7.
- **Because you're carrying a holy relic** (requires Secret card **8** or **7**) – go to Verse 7.
- **Leave** – move all Party members to the lowest-numbered revealed Location connected to Timberwall. Exploration ends.

5

The captain seems to think he's interrogating you. In fact, you're probing him for information. You soon learn that the army of Crow's Nest besieged Timberwall to settle a debt. The merchants of this city hired Mordred and his Crow's Nest warriors to help them in their war with Farshire. But when the expected war spoils failed to materialize, Timberwall reneged on this promise.

Gain part 1 of the "**War for Avalon**" status, if you **don't have** it yet.

Then, choose one:

- **Ask them to let you into the city** – go to Verse 4.
- **Ask them to take you to their leader** – go to Verse 6.
- **Leave** – move all Party members to the lowest-numbered revealed Location connected to Timberwall.

6

"Lord Mordred? I am at a loss as to why you would willingly seek him. But if you're that insane, he's not here. He has no taste for camp smells and long sieges, nor the companionship of folk such as us. No. He returned to Crow's Nest a fortnight ago. Go there if you truly seek him."

Move all Party members to the lowest-numbered revealed Location connected to Timberwall. Exploration ends.

7

You submerge into the unnerving quietness of a besieged city.

- **Visit a trade district** – go to Verse 10.
- **Ask about the first expedition** – go to Verse 2.
- **Visit Ultan, the leader of Timberwall** (only available in **Chapter 2** and **3** and if you **don't have** part **2** of the "**Enemies of Avalon**" status) – go to Verse 12.
- **Try to enter the King's Hall** – go to Verse 9.
- **Deliver a diplomatic message** (requires at least one part of the "**Diplomat**" status) – go to Verse 17.
- **Leave the city** – Exploration ends.

8

You finally meet a talkative fishmonger blessed with an incredible memory and currently out of work. He clearly remembers that four outsiders — Neante, Erfyr, Yvain, and Fael — came

with an invading army from the north. One night, they scaled the walls of the city and vowed to serve Ultan. They helped fight back one of the assaults, but not long after broke into the King's Hall and disappeared forever. Ultan was furious.

You try to thank the fishmonger for his help, but he keeps on rambling, getting into more and more details about the four travelers from Cuanacht. It takes considerable effort to get rid of him.

Each Party member loses 1. Gain part 1 and part 4 of the "**Fate of the Expedition**" status. Exploration ends.

9

If you **have** the "**Guest of Honor**" status, go to Verse 18. Otherwise, read on:

Guards catch you skulking near the ten-foot-high gate of the hall. A short scuffle ensues. The King's Hall only opens for special celebrations and remains one of the most guarded places in the city. After some outsiders broke in a while ago, it was turned into a fortress.

Each Party member loses 1 Rep for each point of their and loses 1 for each point of their . Exploration ends.

10

Due to recent events, the prices became just as astronomical as you'd expect.

If you **have** part 1 of the "**Cosuil**" status and you **don't have** part 2 of this status, go to:

Otherwise, choose one:

- **Buy** Food – pay 4 Wealth to gain 1 Food. Then, make another choice.
- **Sell** Food – pay 2 Food to gain 1 Wealth. Then, make another choice.
- **Rest in a cozy tavern** – each Party member may pay 3 Wealth and 1 to gain 1 and lose 1. Then, make another choice.
- **Buy equipment** – draw top 5 Item cards. You can buy any number of them for 3 Wealth each. Shuffle the rest into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each of them. Then, make another choice.
- **Blackmail a trader** (requires Secret card **9**) – go to:

- **Leave the market** – if you **have** parts 3 or 4 of the "**Lost and Fallen**" status, go to Verse 20. Otherwise, go to Verse 7.

11

Ultan hands you a pouch of gems. "That should be enough to secure the boy's freedom".

Gain Secret card **40**. Then, Go to:

12

If you **have** Secret card **12**, go to Verse 13.

If you **have** part 4 of the "**War for Avalon**" status, there's nothing new to learn here – Exploration ends.

Otherwise, read on:

You thought a man such as Ultan would be reluctant to see you, yet as soon as you knock on his door in the upper ring of Timberwall, his servants rush you straight to his study. Ultan – a bear of a man – nervously paces about, gritting his teeth. A broken cup lies on the ground. You now understand the eagerness of his servants. There are precious few distractions in a besieged city, and they hoped you would be one.

Otherwise, go to Verse 14.

13

Ultan becomes giddy with excitement when he spots you're bringing him the boy.

"I knew I could count on you!" he says, handing you the payment, as his servants drag the prisoner out of the room.

Gain 6 Wealth. Gain part 4 of the "**Allies of Avalon**" status and part 1 of the "**Enemies of Avalon**" status. Remove Secret card **12** from the game.

Then, go to:

14

Ultan tells you of his plight. Over a year ago, he was tricked by the widow-queen of Farshire into a diplomatic marriage intended to gather the control of Avalon's interior in the hands of one family. Ultan was betrayed, cheated out of his marriage by an old, forgotten custom. He lost Farshire, while his former wife kept much of his wealth. Since Kamelot wouldn't intervene, Ultan requested the help of Crow's Nest, promising spoils from Farshire that failed to materialize after a bloody, inconclusive battle in a nearby glen.

Now, trapped with the remains of his army by his former allies, he's looking for someone to help him out of this sticky situation.

"Lady Kincaid thinks she's the smartest woman on the whole damn island. Yet, there's something this hag doesn't know. Her precious cub is still alive! He didn't die with his father during the revolt in Kamelot's borough. Captured by revolutionaries, he's now imprisoned in one of the brochs north of the city. If you could retrieve him, that would make my negotiations with Farshire much easier. Expect to be rewarded accordingly!"

- **Agree** (requires the consent of all players; this concludes your current Chapter) – go to Verse 11.
- **Refuse** – go to Verse 15.

15

"A pity. Now that you know my plans, you understand I cannot let you go free, right? Guards!"

His call booms under the high roof of the hall, and before you can react, a group of grim bodyguards burst through the door.

Gain part 2 of the "**Enemies of Avalon**" status. Resolve the "**Warband**" gray Encounter (Difficulty 4).

If you lose or Escape, go to Verse 16. Otherwise, you have to retreat out of the city – Exploration ends.

16

Broken and bloodied, you topple over the wall. You splash into the moat – its cold water restores some of your senses, and you crawl onto the shore.

Each Party member gains 2 . Exploration ends.

17

You ensure the message about the meeting reaches Ultan. Considering what happened recently, he'll surely negotiate.

If you **don't have** part 2 of the "**Diplomat**" status, each Party member gains 1 Exp; gain part 2 of the "**Diplomat**" status. Exploration ends.

18

The gate to King's Hall is welcomingly opened. You can hear Ultan's deep laugh from within. As you step in, you are surrounded by the rich smell of food, the chatter of townsfolk, and the roars of two dueling brawlers. The city still celebrates the recent victory.

- **Speak with Ultan** – go to Verse 28.
- **Look for the hidden passage around, taking advantage of the chaos in this place** (only available in **Chapter 6** and **7**, requires **all Characters**) – roll a die and add 1 for each point of your . Then, check your result in Verse 19.
- **Follow Orrin's hints** (only available in **Chapter 7: part 2**, requires **all Characters**) – go to Verse 22.
- **Eat your full and leave** (only if there's no Time Token on this Location) – Each Party member gains 1 Food. Place a Time Token on this Location. Exploration ends.

19

Your result was:

1-6 – *Guards catch you sneaking around behind the throne and firmly guide you back to the party.* Each Party member loses 1 Rep. Exploration ends.

7+ – Go to Verse 22.

20

If you **have** the "**Winds of Wyrdness**" status, go to Verse 24. Otherwise, read on:

The city prevailed over its enemies, and its citizens celebrate on the streets.

- **Visit a trade district** – go to Verse 10.
- **Ask about the first expedition** – go to Verse 2.
- **Try to enter the King's Hall** – *The door seems to be open, and you hear a sound of festivities.* Go to Verse 18.
- **Leave the city** – Exploration ends.

21

A group of warriors, led by a long-bearded mercenary captain, stands in your way.

"That's far enough! I'd stop if I were you, unless you fancy being skewered by a spear. Who are you and what are you looking for?"

- **Ask them to let you into the city** – go to Verse 4.
- **Ask them to take you to their leader** – go to Verse 6.
- **Ask them to explain what's going on** – go to Verse 3.
- **Leave** – move all Party members to the lowest-numbered revealed Location connected to Timberwall. Exploration ends.

22

You sneak behind the massive throne and examine the tapestry. After a while, you find a loose patch of fabric, and when you lift it, you find a hole in the wall, leading into darkness. Could it be a path into Tuathan?

- **Return to the feast** – go back to Verse 18.
- **Take the path** (requires **all Characters**; this concludes your Chapter) – go to:

23

Go to:

24

The celebrations conclude, and a sense of dread creeps in as the victorious citizens of Timberwall realize they are now alone the last beacon of humanity west of Kamelot.

If you **have** part **3** of the "**Final Confrontations**" status, go to Verse 26. Otherwise, choose one:

- **Visit a trade district** – go to Verse 10.
- **Visit Ultan** (only available in **Chapter 11**) – go to Verse 25.
- **Leave the city** – Exploration ends.

25

You make your way to the uppermost ring of the city and find Ultan in his home, nervous as ever. He welcomes your return, but gets to business quickly, as befitting a merchant. To survive what's coming, his city needs more weapons and supplies. There's only once place to get them: Kamelot. He sent his followers to raid Kamelot's armory and granaries, but the castle is now well guarded, and wyrdness is more rampant than ever, cutting most routes through the island. His raiding party needs an experienced traveler to guide them and open the gate from the inside.

The thought of helping your ally raid Kamelot, the beacon of human hope, makes your skin crawl. Yet, in the days when the last pockets of humanity turn on one another, you can no longer hold more than one loyalty.

Gain part 3 of the "**Pathfinder**" status.

New task: Help Ultan's raiding party pillage Besieged Kamelot's (**195**) stores **OR** help one of the other remaining powers of Avalon.

Exploration ends.

26

If you're playing **Chapter 13-15**, go to Verse 27. Otherwise, read on:

Ultan, flanked by the remaining nobles of Timberwall, welcomes you as soon as you're past the gate. From the looks on people's faces, you instantly understand this raid was not only about supplies. Ultan has cemented his standing as a leader capable of anything, as long as it benefits his city.

With a wide grin, he claps you on your back so hard you almost trip over.

"Let's go to my hall we have much to talk about," he says.

In the quiet warmth of his chamber, he makes you a final offer. A seat at his council. A noble title. One of Timberwall's most magnificent halls. In return, he wants one thing: you're to settle in Timberwall for good, and plant your crude menhir right next to the King's Hall.

- **Accept and settle in Timberwall** (requires **all Characters** – this will end your campaign!) – go to Verse 23.
- **Refuse and go out to help the other communities** (requires **all Characters**, this will end your Chapter) – go to:

27

Ultan's offer still stands. There's a place for you waiting at his court.

- **Perhaps another time** – *You still have places to see and things to do.* Exploration ends.
- **Accept and settle in Timberwall** (requires **all Characters** – this will end your campaign!) – go to Verse 23.

28

It's far too loud, and Ultan is far too drunk for you to have a meaningful conversation.

If you **have** part 4 of the "**Fortunate Meetings**" status, Exploration ends. Otherwise, read on:

Ultan mumblingly introduces you to the other merchants of the city. He pats you on the back, almost tipping you over, then rips a golden brooch off someone's cloak and hands it to you as a gift. The brooch's owner is not amused.

- **Discreetly return the brooch to the owner** – gain 2 Rep and part 4 of the "**Fortunate Meetings**" status. Go to Verse 18 and make another choice.
- **Accept the gift** – gain 3 Wealth and part 4 of the "**Fortunate Meetings**" status. Go to Verse 18 and make another choice.

132 Serene Visage

The statue was already buried when humans first arrived in this part of the island. No one knows its real purpose. Some say it's just the head. Others say there's also a body lying flat under a layer of earth, its legs stretching as far as Tuathan. No one knows for sure.

Pilgrims come here seeking peace or revelation by the quiet pools of water filling the eyes of the statue. Some even enter its ear and wander for hours in the maze, emerging with a strange glint in their eyes.

- **Attempt to locate a Menhir** – go to Verse 1.
- **Visit the Visage** – go to Verse 2.
- **Leave** – Exploration ends.

1

You fail to locate a menhir, though the fact that there are no signs of wyrdness seems to indicate one must be close. You look toward the giant face, its gaze locked with the skies above. Could the menhir be inside?

Hint: Finding a Menhir within the Serene Visage might be impossible if you arrived here too early.

Go back to the start of this Location and make another choice.

2

You approach the head, sculpted from a dark, reddish sandstone you haven't seen elsewhere. You put your hand on the surface and feel warmth. Is it just the sun? Or something more?

A small path leads to the side and up the slope, to the exposed ear of the statue. You could also climb up to the face easily.

- **Climb the head** (pay 2) – go to Verse 8.
- **Enter the ear** – go to Verse 5.
- **Use Secret 33** (requires Secret card **33** and part 5 of the "**Last Haven**" status) – go to Verse 10.
- **Leave** – Exploration ends.

3

You are not sure if the fissures in the walls are entrances to side corridors or a natural structure of the stone. You have no idea how to choose your path you'll have to rely on your intuition.

Roll a die and add your . If you're playing **Ailei**, add 3 to the roll. Then, check your result:

1-2 – *The walls seem to close around you. You feel like you're suffocating. You start to run back towards the entrance but get lost in the labyrinth. When you finally emerge shaken and sweaty the night is already setting.* Each Party member gains 2 and Passes for the rest of the day. Exploration ends

3-4 – *You get lost in the endless, winding corridors. It takes a heavy toll on your nerves and wastes time.* Each Party member gains 1 and loses 2. Exploration ends.

5-6 – *As you walk, you finally emerge back into the daylight, with a sense of a profound new knowledge you can't put into words.* Each Party member gains 2 Magic. Exploration ends.

7+ – *You emerge into an enormous, empty space.* Go to Verse 7.

5

If you're playing **Chapter 3 A/B** or higher – go to Verse 6.

Otherwise, go to Verse 3.

6

If you **have** part 5 of the "**Remnants**" status, go to Verse 11. Otherwise, read on:

Someone's been here! A hemp rope twists on the floor, reaching into the dark like a fat snake. Chalk arrows mark the walls of the labyrinth. Someone went to extraordinary lengths to find something here...

- **Find your own way in the maze** – go back to Verse 3.
- **Follow the trail** – go to Verse 12.

7

From the confines of twisting corridors, you emerge into a breathtaking dark void. Stars shine and blink above. You stumble forward, dumbfounded.

It takes a moment to realize you've reached the inside of the statue's skull, and the stars above are a gem-studded dome.

- **Sink into a meditative trance** (requires **Ailei** or 3) – go to Verse 9.
- **Locate the Fore-dweller seals** (only if you **don't have** part 5 of the "**Last Haven**" status and **have** part 6 of the "**Dreams and Prophecies**" status) – go to Verse 13.
- **Sleep under the dome** – each Party member gains 2 Magic, loses 2, and Passes for the rest of the day. Exploration ends.

8

The coarse red stone offers plenty of footholds, and you can't shake the feeling it's somehow pulling you close, like the great north draws magnetic needles. Soon, you're at the top, taking in the beautiful vistas. To the north, a proud human watchtower stands in front of the mist-shrouded, foreboding mouth of Tuathan. Far to the north-east, Crow's Nest looms on the horizon, clinging to stone arches that defy the waves below. Finally, to the east, you see the gray stone circles of the Moonring, the seat of Archdruids. Unfortunately, long strands and

rolling clouds of wyrdness cover the land between you and all these destinations. There must be a way to progress further!

New Task: Find a way to enable a Menhir in this Location.

Each Party member loses 1 . Exploration ends.

9

A strange calm envelops you. Your senses numb, though in a pleasant way. You lie down under the dome and experience a deep connection with the surroundings, suddenly aware of every crack in the stone, every gem above your head. Then, you feel cold ground slowly crushing you for ages, water pooling in your three eyes, and something bright burning in your skull. Your roots reach distant parts of the island. You're aware now of things about which you shouldn't even know. Are your senses growing attuned to this colossal statue?

- **Back off, you don't want to lose control over yourself** – go back to Verse 7 and make another choice.
- **Immerse in this experience** – go to:

10

If you **have** part 5 of the "**Remnants**" status, this place is already full – Exploration ends. Otherwise, read on:

The Visage served as a weapon of mass destruction, wielded by one group of Fore-dwellers against the other. Now, it will be a home to your people. You descend into deep caverns under the three-eyed face, surrounded by faintly glowing, ever-warm stone. It will take some time for the people to adjust to this place, but they seem to share the serene feeling of safety you had when first entering this monument.

Gain part 5 of the "**Remnants**" status. Each Character gains 3 Rep and 3 Exp.

Then, choose one:

- **Leave** – *There are still things you want to do and places you want to see.* Exploration ends.
- **Finish your journey and settle here** (requires all Characters; this ends your Campaign!) – go to:

11

The settlers miss the sun, and their livestock has difficulty adjusting to the caves. But they are safe and strangely serene.

- **Leave** – Exploration ends.
- **Access the Menhir** – go to Verse 12.
- **Finish your journey and settle here** (requires all Characters; this ends your Campaign!) – go to:

12

Go to:

13

You reach the lowest chamber and set to work, guided by instructions of the Pale Lady. The eldritch seals drink magic like parched ground drinks water, and your strikes leave little impression on them. You wonder whether any mortal has enough power to finish this task.

- **Leave** – Exploration ends.
- **Break the seals** (Pay 10 Magic per Character, requires the "**Riddle of the Oldsteel**" status or Secret card **27**) – *You work until the last seal shatters. As it breaks apart, the wyrdstone walls and ceiling glow and hum.* Gain part 5 of the "**Last Haven**" status. Exploration ends.

Dream

Stars wheel above you in their eons-long waltz. Only one who has watched for eternity may comprehend the scale of their divine plan. Creatures buzz around, raising insignificant empires before they decay, as inevitable as the frost giving way to summer in its endless cycle. In the perspective of the cosmos, worries and struggles drift away into the wind. All that's left is to observe calm, serene.

Each Character who has this Dream loses 1.

Nightmare

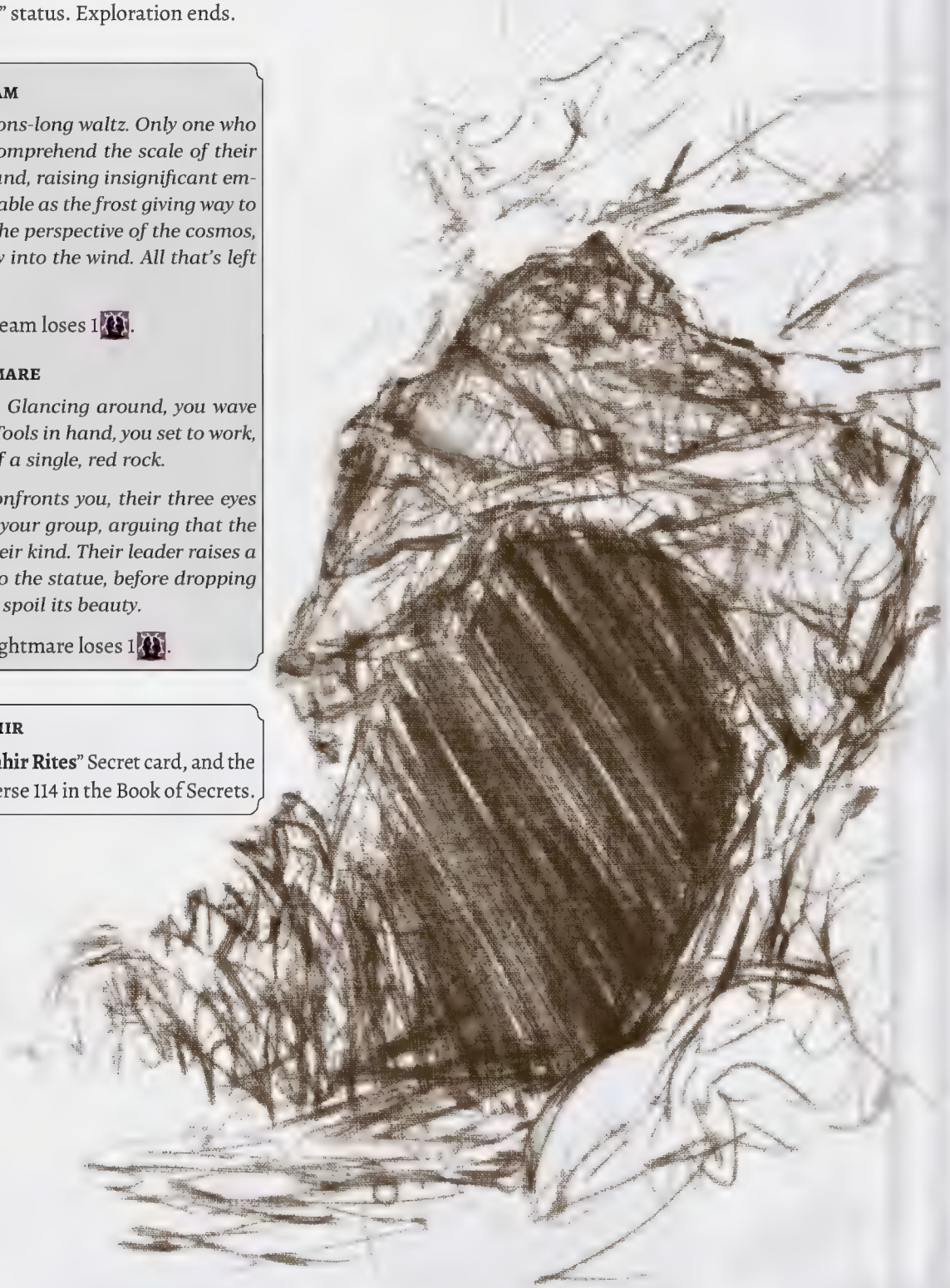
You emerge from the wyrdness. Glancing around, you wave the other worshippers forward. Tools in hand, you set to work, sculpting the giant statue out of a single, red rock.

After a while, another group confronts you, their three eyes wide with horror. They chastise your group, arguing that the statue would bring ruin upon their kind. Their leader raises a pick aloft, ready to smash it into the statue, before dropping to his knees, weeping, unable to spoil its beauty.

Each Character who has this Nightmare loses 1.

Menhir

Requires **all Characters**, the "**Menhir Rites**" Secret card, and the "**Mystery Solved**" status. Go to Verse 114 in the Book of Secrets.



133 Moonring

Once, this place brimmed with druids young and old, and people traveled here from all over the island, seeking wisdom, advice, or cures to their ailments. At night, the bonfires were seen for miles and songs reverberated between the titanic stones of the holy circle, occasionally punctuated by the scream of a human sacrifice.

As you approach, you only see a couple of old men resting next to one of the stone hovels outside the circle. Have the other druids gone somewhere, or are there so few left?

- **Meet Amergin, the Archdruid** – go to Verse 4.
- **Go to the hovels** – go to Verse 1.
- **Walk into the circle** – go to Verse 14.
- **Ask about the mysterious tree next to the Derelict Fleet** (requires part 7 of the "**Pathfinder**" status) – go to Verse 7.

1

If you're playing **Maggot**, and you **don't have** the "**Maggot's Redemption**" status, go to:

If you **have** part 6 of the "**Restoring the Order**" status or part 6 of the "**Fall of Chivalry**" status, go to Verse 4.

Otherwise, go to Verse 3.

2

Amergin interviews you on the topic of your pursuer in great detail. Then, he consults the scrolls piled up almost to the roof of his hut. From the sudden frown of his face, there's no good news.

"Indeed, a terrible enemy this is a hunter from the forgotten city, a warrior of the race that dwelled here before. This land hasn't seen the like of him in centuries. Moreover, this creature seems to be acting under some powerful geas. He cannot rest, nor can he die until he fulfills his mission. And the mission, most likely, is killing you. Tuathan sees your quest as a grave threat."

It takes a moment for the horror of your situation to settle. You ask Amergin whether there is any chance to defeat the hunter.

"Not here... His geas was weaved to protect him in human lands. There's a chance it won't work in the realm of wyrdness. A small chance."

You understand what it means. You'd have to drag your pursuer all the way to Tuathan. A task even more impossible than defeating him.

"But, there might be something else," Amergin says after a moment. "As you've noticed, the hunter is drawn to your life essence. I could fashion a decoy a lure to confuse him. If you want it, you must gather some strong souls."

Gain Secret card **65** (**Quest for Elder Powers**). Place one Dial on the card and set its Quest Marker to 1. Whenever the owner of the card defeats a purple Encounter, add 1 to the Dial.

New Task: Return to Amergin when the Quest Dial is at 5 or more.

Exploration ends.

3

A loud argument draws your attention to one of the hovels. Two men, one young and one middle-aged, shout at each other, surrounded by a small crowd. When you ask what the argument concerns, you learn that these men are candidates for the title of the fallen knight Gerraint, whose successor is traditionally elected by the druids.

They each have an equal number of supporters. Your involvement could tip the scales one way or another.

- **Talk to the candidates** – go to Verse 5.
- **Vote for the young acolyte** (requires part 1 of the "**Gerraint's Successor**" status) – go to Verse 11.
- **Vote for the elder smith** (requires part 1 of the "**Gerraint's Successor**" status) – go to Verse 12.
- **Convince them neither is worthy** (requires three parts of the "**Gerraint's Successor**" status) – *This ensures more months of hearings and trials.* Go to Verse 13.
- **Refuse to choose** – Exploration ends.

4

They say when Amergin's mother was close to giving birth, she asked the Pale Lady to foretell the fate of her child. The Lady said that should Amergin be born on Yule night, he would become the next Archdruid of Avalon.

When her waters broke two days before Yule, Amergin's mother sat on a stone by the river and refused to budge until the time was right.

As a result, Amergin was flat-headed and not too bright, but was blessed with incredible luck and prophetic powers that eventually pushed him to the top seat of the order. Among druids, he is also the foremost expert on menhirs and the strange rituals used to awaken them.

- **Ask Amergin to help you find the Grail** (only available in **Chapter 4B: part 4**) – go to Verse 8.
- **Request Amergin to empower your Menhir Rites** (this will allow you to Activate 1 Menhir for free) – pay 2 Rep per Character and 1 Wealth per Character to gain Secret card **24**. Then, make another choice.
- **Show Amergin the Tainted Grail** (requires Secret card **8** and the "**Moonring Mission**" status) – go to Verse 10.
- **Ask about the being stalking you** (requires the "**Hunted**" Secret card) – go to Verse 2.
- **Tell him you've gathered enough power** (requires Secret card **65** with a Dial set to 5) – go to Verse 6.
- **Confront him about the unsettling ritual** (requires part 1 and no part 2 of the "**Glen Ritual**" status) – go to Verse 15.
- **Leave** – go back to the start of this Location and make another choice.

5

You spend some time talking to the elder smith, Morfran, and the druid acolyte, Bréagach. The smith boasts about the time he spent near Broch Cruach, where he helped people escape slavery. The young man claims he spent many months in Whitening, tending to people struck down with a strange disease. Both deeds seem noble. After you finish, a woman approaches, a cousin of the deceased Gerraint. She's not sure about these two men and asks if you could investigate their past before making the final choice.

Gain part 1 of the "**Gerraint's Successor**" status.

New Task: Choose one of the candidates, or inquire about them in Broch Cruach (**136**) and Whitening (**107**).

Hint: Do not rush – it is sometimes better to wait until your journeys take you to the right place, than to sprint there straight away.

Exploration ends.

6

Amergin looks at you with his crossed-eyes and nods, contented.

"You have done well. Now, I can craft the decoy from the souls you've gathered."

Amergin pours the essence into the vessel, where it boils and sizzles fiercely. Then, he cuts your hands with a golden sickle and adds your blood to the mixture. He places the vessel in the center of the stone circle and begins singing and dancing like a madman. Soon, he brings you a blob of pulsating mass that shines like a dark rainbow.

"This soulmass is harmonized with your essence. Hide this anywhere, and your predator will come like a moth to a flame. Do what you can to help Avalon – that is my only price for this gruesome work."

Only now you see that Amergin's face is deathly pale and tired. A dribble of blood flows from his ears.

Go to:

7

Most druids shrug when you try to describe the tree – with one exception. An older, blind man gestures for you to come close. He explains he heard the story of the tree. Merlin himself raised the protective barrier to keep the king's flagship and most seaworthy cogs and hulks safe, as the means of escaping the island.

Gain part 8 of the "**Pathfinder**" status.

New Task: Learn if it's still possible to reach Orrin.

Hint: Some Locations only remain available at a certain point of the game.

Exploration ends.

8

Amergin is reluctant at first, but when he hears your motives, he softens. Finally, he agrees to help you.

Go to Verse 9.

9

The Archdruid mixes the Seers Draught, a concoction strong enough to kill anyone not accustomed to its toxic ingredients.

"Don't expect much," he grumbles, preparing to down the mixture. "The First King's Cup, called the Grail by simpletons, has been obscured from us for generations. The rumors of its return may be false."

He lies down in the middle of his hut and drifts into visions. Time passes slowly, while Amergin's face remains dead and cold, except his eyes, dancing frantically under his eyelids. Suddenly, he jumps up with an excited shout:

"I was wrong! I've seen it! It's close!"

Amergin explains that in his cloudy vision, he saw someone throwing the holy cup into the green sea – a sea of wind-blown ferns. The cup bounced off a rock and fell into the caverns below. You now know where to look!

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Each Character gains 1 Exp and 1 Magic. One chosen Character gains Secret card **24**. Discard all Event cards, including any Active Quests. Then, either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

10

"Lady Morgaine was right to send you here," Amergin says, scrutinizing your grail. "This vessel is not what you think. Observe!"

He places the cup on a large flat stone and begins to hum in a strange, high-pitched tone. The cup resonates louder and louder until suddenly it turns to mud and slime and spills all over the rock.

"A decoy imbued with Fore-dweller magic. No doubt the handiwork of this Fore-dweller hag called the Pale Lady. Though I am at a loss as to what it was supposed to lure or why it was created."

He notices you're disturbed by the sudden disappearance of the grail and pats you on your back.

"Don't fret. You won't return to Morgaine empty-handed. A day ago I sent her a message - the real vessel has resurfaced! It was seen in Tombs of the Order and then traveled north with a priestess from some gods-forgotten town. We may have a chance of capturing the true grail! Imagine the things we could do..."

A strange glint in Amergin's eyes disturbs you.

Discard the "**Tainted Grail**" Secret card (**8**). Go to Verse 9.

11

You cast your vote for the young Bréagach. Many people are disappointed, but he gathers the late knight's equipment and sets out for Kamelot, proud and boastful. You can only hope you made the right choice.

Each Party member gains 1 Exp. Gain part 6 of the "**Fall of Chivalry**" status. Exploration ends.

12

You convince the gathering that Morfran is worthy of their trust, and he becomes Gerraint's successor. He greedily takes the late knight's equipment and declares he's going on a quest into Tuathan to fight Fore-dwellers. As he disappears down a well-trodden road leading to Halfway, you can only hope you made the right choice.

Each Party member gains 1 Exp. Gain part 6 of the "**Fall of Chivalry**" status. Exploration ends.

13

It's not hard to convince everyone that neither a slaver nor a fraud can serve as a knight of the Round Table. During your travel to Broch Cruach and Whitening, you had time to think about another candidate Gerraint's cousin. She has his blood and was perceptive enough to see corruption in both men. A woman as a knight of the Round Table is something unheard of in centuries, but she is the ideal candidate.

You declare your support for her, and not long after, the new Gerraint rides to Kamelot.

Each Party member gains 2 Exp. Gain part 6 of the "**Restoring the Order**" status. Exploration ends.

14

As you walk between the stones, you feel the ancient powers enveloping you. Suddenly, all your fears and problems seem small and insignificant.

Each Party member may pay 2 Exp and then pay 3 Food or 3 Wealth or 3 Magic to discard one of their Skills of the chosen Attribute and gain a new Skill of the same Attribute.

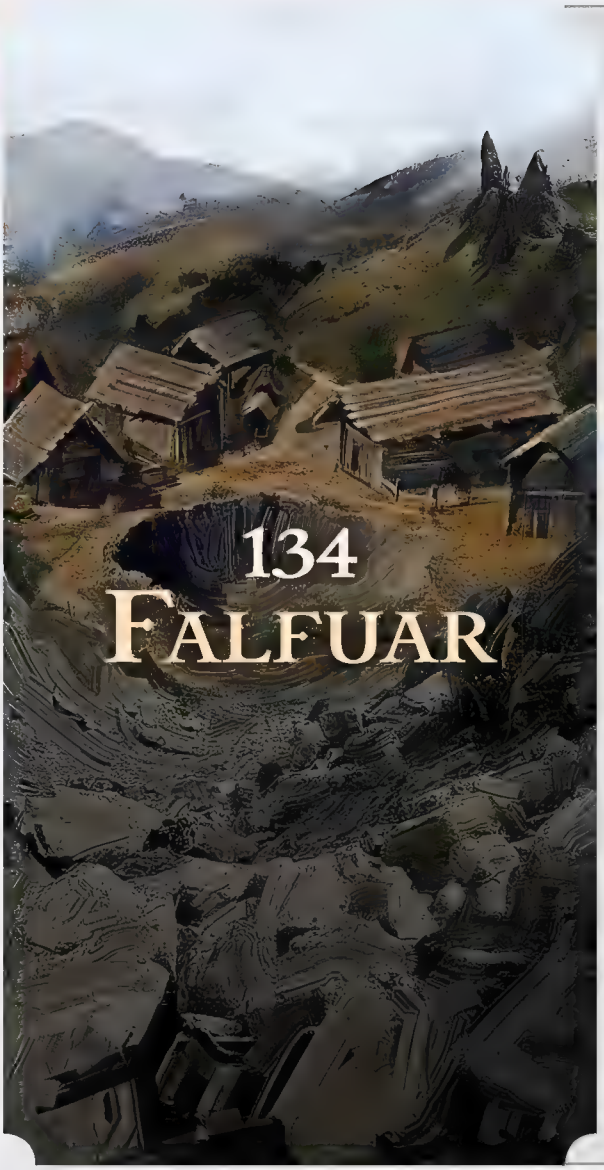
Exploration ends.

15

Amergin doesn't seem surprised when you tell him about the ritual. He looks at you with his strange, sad eyes and explains he ordered this blasphemous act himself. The druids, now fewer than ever, need a new way to defend themselves and protect against purges sure to come, as Avalon slides further into chaos.

- **Convince him this won't end well** (requires at least 3 and 6 Rep) – *The dead must stay dead.* Go to:

- **Let them proceed with the ritual** – *His words ring true.* Go to:



134 FALFUAR

Thick smoke swirls between low, wooden houses. The coiling mist covers the western part of the settlement, and you hear strange noises coming from there. Even with the protection of the menhir, this place isn't completely safe.

A deep gully leads east toward another village, used to move the menhir between this settlement and Bundorca since ancient times.

If you **don't have** any part of the "**Diplomatic Mission**" status, go to Verse 1.

Otherwise, choose one:

- **Help folks reclaim their valuables from wyrdness-infested houses** – go to Verse 2.
- **Try to understand the situation** – go to Verse 3.
- **Inquire about the blockade of Tangleroot** – go to Verse 5.
- **Pay for a guide through Tangleroot** (pay 1 Wealth; requires any part of the "**Traveling Menhir**" status) – go to Verse 6.
- **Visit Bundorca** (pay 2) – go to Verse 10.
- **Haul the menhir to Bundorca** (only if there is a Menhir model on this Location card) – go to Verse 11.
- **Exchange empty promises for provisions** – go to Verse 12.
- **Start the hearing** (only if you **don't have** any part of the "**Traveling Menhir**" status, and there is a Menhir model in **Location 135, Bundorca**) – go to:

1

As soon as you enter the town, a group of young, drunken men surrounds you. They stink of goats and sour milk.

"Aye, friend!" one of them says. "You look like a capable one. Maybe you want to share a drink with us and listen to our offer, eh?"

As you consider their offer, an older woman approaches.

"Go! Shoo!" she yells at the men. "And you?" She pokes your chest. "You come with me."

She walks away as if she's sure you'll follow.

- **Follow her** – go to Verse 4.
- **Ignore the old hag and go with the men** – go to Verse 7.

2

A weathered man points you toward one of the abandoned houses at the edge of town.

Roll a die and add your . Check your result:

1-5 – *Something waited for you in the twisted rooms and winding corridors...*

Resolve a purple Encounter. If you win, each Party member gains 1 Rep. Exploration ends.

6-7 – *You had some good luck during the short venture, you managed to grab a small chest belonging to one of the displaced families. You are adequately rewarded.*

Gain 1 Wealth per Party member or each Party member gains 1 Rep. Exploration ends.

8+ – *You climb down the stairs and enter a small cellar. The ceiling strangely bends toward you as if following your movements. You quickly grab what you can and run away. One of the spoils looks particularly intriguing. You will return it to the owner, won't you?*

Gain two non-Companion Items or each Party member gains 1 Rep. Exploration ends.

3

You stroll through the winding streets, avoiding wyrdness-affected areas. You eventually meet a young girl who regularly visits Bundorca to sell mutton and cheese. She fears to return to Falfuar. Next is a lumberman who cannot do his work properly because of the border dispute and that, were it up to him, he would chop some Bundorcans instead of trees. Falfuar and Bundorca differ, but you wonder if they could exist harmoniously.

Gain part 4 of the "**Diplomatic Mission**" status. Exploration ends.

4

"Poor lads..." she sighs, opening the door to a small, smoke-filled cottage. "One of them lost his sister yesterday. Sit, please, and listen. I don't want to pressure you. Just listen and then decide what you want to do."

The smoke has a pleasant fragrance of salvia. The room is cluttered but in a cozy way. You sit on soft furs, fascinated with the slightly slanted eyes and yellowish skin of the woman.

"Wyrdness devours Falfuar. The menhir in the neighboring village of Bundorca weakens, and it doesn't protect us anymore. We had an agreement with them – the menhir belongs to Bundorca during autumn and spring, and us during winter and summer. But the winter is not coming. We will honor the contract. But we need to live. We want to move to Bundorca and settle closer to the menhir. That is all."

Gain part 1 of the "**Diplomatic Mission**" status. Then, choose:

- **Learn more about their problem** (this ends your day) – go to Verse 8.
- **Leave** – Exploration ends.

5

You hear that some men from Falfuar and nearby farms blame everything on refugees from the south. They occupy a choke-point deep in the gorge and won't let anyone pass. Maybe when some of the problems of the north are solved, they can be persuaded to go home.

New Task: Settle the conflict between Falfuar and Bundorca.

Exploration ends.

6

The locals still occupy many paths through Tangleroot, but a shiny coin opens many doors.

If **Tangleroot (114)** is revealed, place all Party members' models there. If not, attach Location **114** to the bottom of this card and place Party members' models there, as long as Location **114** is within range of an active Menhir. Exploration ends.

7

"Good decision. The old hag is not right in her mind. Come with us!"

You spend some time with your new "friends." Together, you drink local liquor that tastes like spoiled milk with honey, and they tell you about their problems. Several years ago, Bundorca, the neighboring village, reneged on a generations-old treaty. The local menhir was supposed to travel between Falfuar and Bundorca every season. But when perpetual autumn gripped the world, Bundorcans kept the menhir for themselves. It wasn't a big enough problem to fight over until the wyrdness crept into Falfuar. Now, the settlement is too dangerous. The day before, the sister of one of these drunken men was killed by a strange creature in her own house. The men grow desperate and ask you to help them persuade Bundorca's chief to return the menhir.

Gain part 1 of the "**Diplomatic Mission**" status. Then, choose:

- **You can't decide what to do yet** – go to Verse 9.
- **Go with the men to Bundorca** (only if there is a Menhir model in Location **135**, Bundorca) – gain part 6 of the "**Diplomatic Mission**" status. Then, go to:

8

"I'm pleased to hear that." The woman smiles. "I can tell you more..."

You spend a pleasant evening listening to not-so-pleasant stories. You learn that the wyrdness claimed almost half of Falfuar, and its people have no place to put their sheep to pasture. Unfortunately, Bundorcans don't hold people of Falfuar in high regard, and the feeling is mutual. The former are known for their herding skills and sturdy stone constructions, the latter for their farming techniques. You discover their co-operation could be beneficial to both sides.

Gain part 2 of the "**Diplomatic Mission**" status.

Each Party member gains 2 . You Pass for the rest of the day. Exploration ends.

9

As soon as you refuse them, your new "friends" quickly turn violent.

Resolve the "**Drunken Knight**" blue Encounter (Difficulty 2) deck. Then, Exploration ends.

10

You ask around how to avoid wyrdness on your way to the neighboring village and making good use of the advice you safely arrive at Bundorca.

Do not move your Character models – before this Exploration ends, you will return to Falfuar.

Go to Bundorca **(135)** Exploration Journal. You may Activate the Menhir in Bundorca (only if there is no Menhir model in Falfuar) – if you do, place Location **135** to the right of the Falfuar Location, and place the Menhir model there.

11

You can move the Menhir model and Party member models to Location **135**, Bundorca, by paying 4. Exploration ends.

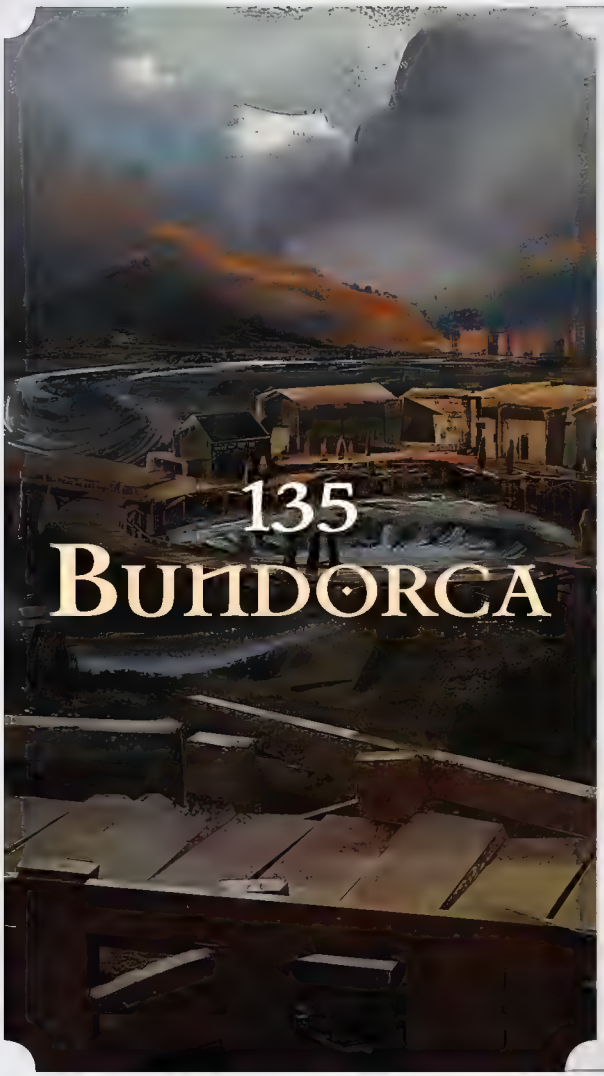
12

You may pay 3 Rep to gain 1 Food (any number of times). Then, go to the start of this Location and make another choice.

Menhir

Requires **all Characters**, the **Menhir Rites** Secret card, and **Menhir model** in this Location.

Pay 1, 2 Magic and 1 Wealth (per Character): set Menhir's Dial to **7** (-1 per Character).



Bundorca is a small town seated between two stony hills. A wide gully runs to the west, toward another village seen in the distance. Buildings in Bundorca are short and sturdy made of stone and baked clay.

The streets seem busy, but you notice many people wander aimlessly. Some of them try to blend into their surroundings, and avoid others. It does not look like a happy, calm place. If you think about it are there any such places left on Avalon?

If you **don't have** any part of the "**Diplomatic Mission**" status, go to Verse 1.

Otherwise, choose one:

- **Take a stroll through the streets** – go to Verse 7.
- **Ask people to help you move the Menhir to Falfuar** (requires any part of the "**Traveling Menhir**" status) – go to Verse 8.
- **Inspect the Menhir** – go to Menhir section in Bundorca Exploration Journal.
- **Start negotiations** (only if you **don't have** any part of the "**Traveling Menhir**" status, and there is a Menhir model in this Location) – go to:

1

If you are playing **Arev**, go to Verse 4. Otherwise, read on.

A messenger stops and informs you that the head of Bundorca wants to speak with you. He promises it won't take long, so you agree.

The chief is a kind, older man. He greets you with food and beer, and starts his story.

"Bundorca and Falfuar have a written agreement that allowed us to share a single menhir for hundreds of years. But now, the people of Falfuar want to break the treaty. We moved the menhir between our villages during each season change and now, after this particularly long autumn, suddenly they want the menhir back. Please, try to reason with them. We cannot afford to lose our menhir now. There are far more people in Bundorca than there are left in Falfuar!"

Each Party member gains 1 Food. Gain part 1 of the "**Diplomatic Mission**" status.

Then, choose one:

- **Hear more about their problem** – go to Verse 9 (this ends your day).
- **Leave** – Exploration ends.

2

You kneel before the old tree, and a feeling of tranquility washes over you. Somewhere, something seems to be watching over you

Each Party member who **doesn't have** any Magic gains 1 Magic.

Exploration ends.

3

When you look at the parchment, a long-lost memory awakens in your mind. You have seen this document before! Your finger wanders down to the signatures of many witnesses this contact had and stops on what you clearly remember is your own signature.

As more memories return, you realize people of today misinterpret the document. The original authors weren't referring to natural seasons, but to four periods between solstices and equinoxes - and last time you've checked, celestial bodies were still moving. Falfuar may be right in their claim, but proving this is another matter entirely.

Gain part 5 of the "**Diplomatic Mission**" status. All Party members Pass for the rest of the day. Exploration ends.

4

When you enter Bundorca, an older man stops you. He has strange eyes and a warm smile. He faintly smells of goats.

"A warning from an honest farmer to an honest farmer. Do not stay here! The people of Bundorca are keeping the menhir away from us and observe our fall with smiles on their malicious faces. Every day, a child is taken by the wyrdness in Falfuar. Come west, to Falfuar, and help my people! Please!"

The man disappears, and you are left with fresh worries in your mind.

Gain part 1 and part 2 of the "**Diplomatic Mission**" status. **Arev** gains 1 Exp. Exploration ends.

5

The streets aren't as calm as they looked at first glance. The merchants and refugees from Falfuar eye everyone from under their brows, and Bundorcans go to the other side of the street when passing them. Also, the settlement is rather small and would have problems if there are more people. But nothing gets in the way of expanding the it into a small town.

Gain part 3 of the "**Diplomatic Mission**" status. Exploration ends.

7

You wander between stone buildings, through a regular grid of streets, and notice people kneeling before a great oak in the center of the village.

- **Meditate next to the oak** – go to Verse 2.
- **Ease your worries inside a tavern** – go to Verse 10.
- **Gather more clues about the menhir conflict** (only if you **have** any part of the "**Diplomatic Mission**" status) – go to Verse 5.

8

Pay 5 and 1 Wealth (if you **have** part 2 of the "**Traveling Menhir**" status, the cost is only 4).

Then, move the Menhir model to Location **134**, Falfuar (or **147**, if Location **134** is removed from the game) and move all Party members to this Location. Exploration ends.

9

"I'm pleased you want to listen to an old man grumble," the chief says.

Then, he asks his wife to make a nice dinner. She gives him an angry glance.

"The problem is deep, and we want to solve it peacefully. Falfuarans are aggressive and unpleasant people who don't respect our traditions. They worship strange gods, disregard nature. They smell like their filthy goats. And they want to break our pact! The menhir belongs to Bundorca for the whole autumn."

The man walks up to an ornate chest and brings back a piece of old parchment.

"See? It is all written here!"

He is right. The document clearly states that the menhir must be moved to Falfuar only when the seasons change.

Gain part 2 of the "**Diplomatic Mission**" status.

If you are playing **Niamh**, go to Verse 3. If not, Pass for the rest of the day. Exploration ends.

10

You spend a great time inside one of Bundorca's taverns. But after many ordeals, a longing for comfort turns into an unbearable thirst.

Each Party member loses 3. Resolve the "**Temptations**" blue Encounter (Difficulty 1). Then, Exploration ends.

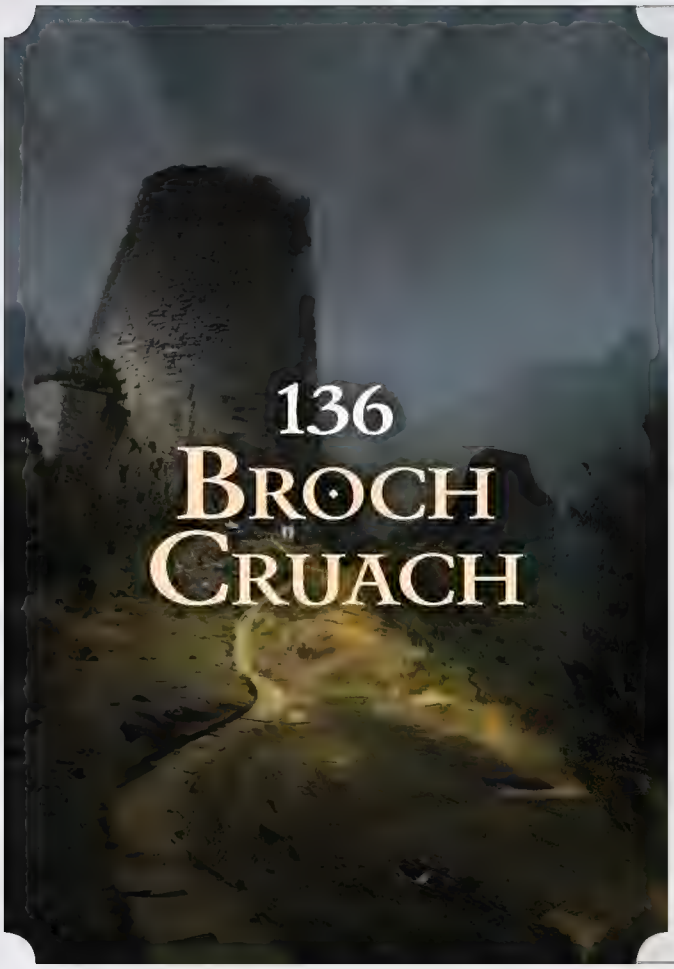
Menhir

If you **have** part 2 of the "**Traveling Menhir**" status, go to Verse 166 in the Book of Secrets.

Otherwise:

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 2, 2 Wealth and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).



136 Broch Cruach

You are submerged in a hundred-year dream, black and sticky like hot tar, when a strong pull manages to wrestle you back to reality. Something approaches! Not one of these ordinary, short-lived humans buzzing around the plateau, preoccupied with their matters of little importance.

No, this one is different.

An elder, radiant soul. An exile on the border of two realities. A pilgrim who has been here many times, but who yet looks at everything with new eyes.

If you **have** at least 2 , and you **don't have** the "**Call from Beyond**" status – go to Verse 2.

Otherwise, choose one:

- **The traveler ransoms a prisoner** – go to Verse 1.
- **The traveler ransoms an important prisoner** (requires Secret card **40**) – go to Verse 4.
- **The traveler enters one of the abandoned brochs** (only if you **don't have** part 5 of the "**Fortunate Meetings**" status) – go to Verse 8.
- **The traveler heeds the call** (requires the "**Call from Beyond**" status) – go to Verse 5.
- **The traveler asks around about an insignificant blacksmith** (requires part 1 of the "**Gerraint's Successor**" status) – go to Verse 9.
- **The traveler leaves** – Exploration ends.

1

Going from one stone chimney to another, the traveler finds many filled with prisoners and slaves, waiting to be sold. The traveler's eyes rest on a particularly wretched soul.

- **The traveler buys the freedom of a prisoner** (pay 5 Wealth) – Draw Item cards until you draw a non-animal Companion card. Take this Companion and shuffle the rest of the cards back into the Item deck. Exploration ends.
- **The traveler leaves** – Exploration ends.

2

You call to this traveler, and to your surprise they stop midstep, shocked and surprised. For the first time in centuries, a human can hear you! You tell the traveler about your longing for freedom, about the rewards you can bestow. After a while, the traveler moves on. Were your words heard? Who knows?

Each Party member gains 1 . Gain the "**Call from Beyond**" status. Go to the start of this Location and make a new choice.

3

You tell the traveler there's one way to undo the sigils of entrapment a crystal that grows backward in time. When rubbed into sigils, the crystal makes them disappear.

New Task: Acquire the time-warped crystal required to free the entity from somewhere in Avalon.

Go to Verse 5.

4

If you **have** the "**Peace in the Borough**" status, go to Verse 6.

Otherwise, read on:

The master was tempted but refused to accept the ransom. With the situation in the Borough hanging on a thread, the boy was too valuable to let go.

Hint: Return when you secure the peace in the Plagued Borough.

Exploration ends.

5

The traveler finds your broch quickly. Its walled-up entrance and old sigils on the stones worry them slightly.

- **The traveler puts their ear up to the side of the broch** – go o Verse 3.
- **The traveler performs the Ritual of Release** (requires Secret card **32** and at least 4) – go to Verse 7.
- **The traveler leaves** – Exploration ends.

6

The prison master takes his pay, and his henchmen soon bring a skinny, bruised boy to the traveler. The prisoner's terrified eyes dart from side to side, seeking escape — in vain.

"Hope you'll feed this one well," the prison master smiles. "He's not long for this world, I tell you."

Each Party member gains 1 Exp. Discard Secret card **40** and gain Secret card **12**.

New Task: Take the boy to Ultan in Timberwall **(131) OR** return the boy to Lady Kincaid in Farshire **(116)**.

Hint: If you let the prisoner die, or return him to his mother, you will be unable to ally yourself with Timberwall!

Exploration ends.

7

The traveler opens their mind and succumbs to your commands. Such limited knowledge weighing down such an extraordinary soul. You harmonize your thoughts, and the traveler starts unmaking the ritual of your old masters.

The clay is mixed with blood and water. The time-displaced crystal is crushed with pure iron. A sprinkling of ash. A few grains of limestone. Finally, the color is right — the same as the secret passages worming through the bones of this reality. The traveler paints the masters' symbols around the broch, recklessly climbing to the top of it, and servilely crawling under the wall. Through traveler's eyes, you see that the pattern is the same as it was when the world was different.

At last, the traveler touches the walls of your prison with the last pale crystal. The magic unwinds. Sigils eat themselves like hungry snakes. YOU ARE FREE!

Each Party member gains 5 Magic and one point in a chosen Attribute. Remove this Location card from the game and replace it with Location **149** (Broken Broch). Then, Explore this new Location for free .

8

The traveler enters the broken prison by the oceanside. You loathe them — their freedom, impunity. And there is the dwarf, waiting for unsuspecting victims. The traveler sees him and draws a useless weapon. Fool. The dwarf can't be killed.

"No need to fight, traveler," the Abhartach starts his sly speech. "Don't we want the same thing? The end of the Fore-dweller reign over this land? I can help, I can," he continues, the little traitor. "All you have to do is to listen."

Gain part 5 of the "**Fortunate Meetings**" status.

Then choose one:

- **The traveler attacks. You hope the dwarf will finally be destroyed** – go to:

- **That fool of a traveler accepts the dwarf's offer and lends his ear** – go to:

9

You don't often listen to human blabbering, but the unique aura of this traveler is enough to keep your attention. The traveler learns that the blacksmith was making chains for slavers. As far as secrets go, this one isn't even that interesting. You return to your slumber disappointed.

Gain part 3 of the "**Gerraint's Successor**" status.

Exploration ends.

Dream & Nightmare

Your dream is full of loathing and resentment. You never asked to be born. Spawned by a stray thought and pure wyrdness in the depths of the ever-shifting city, you were always an outsider. You tried to grow and feed, but the three-eyed masters of this place eventually discovered you and locked you in a prison on the far side of the island. Then, men came. You tried to reach out to them, but none were able to hear your call. Until now...

Each Character who has this Dream or Nightmare gains 1 .

137 Conquered Timberwall

Not even the high fortifications of Timberwall were enough to shelter the city from the storms ravaging Avalon. As you approach, you notice the gate is broken down, and many houses are still smoldering.

- **Visit the King's Hall** – go to Verse 1
- **Loot the lower city** – go to Verse 2
- **Gather the survivors** (only available in **Chapter 14** and if you **don't have** part **3** of the "**Left Behind**" status) – go to Verse 5.
- **Leave** – Exploration ends.

1

The King's Hall suffered the same fate as the rest of the city. Broken doors lie on the muddy ground, tables shattered and half-burned. Greasy soot covers everything, and the foul stench of death and fire lingers in the air.

- **Look around the Hall** (each Party member pays 1) – *Maybe there is still something valuable?* Roll a die and add 2 for each point of your . Then, check your result in Verse 6.
- **Follow Orrin's hints** (only available in **Chapter 7, part 2**) – go to Verse 4.
- **Leave** – Exploration ends.

2

Abandoned workshops. Burning houses. Dead littering the streets. Coin comes easy in a razed city, but you hope the remaining townsfolk won't notice your actions.

Pay 3 Rep. If you can't, draw 3 gray Encounters and resolve one with the highest Value. Then, exploration Ends.

If you paid 3 Rep, roll a die and add your :

1-3 – resolve the "**Angry Mob**" gray Encounter (Difficulty 4). Exploration ends.

4-6 – gain one of the following: 3 Food, 1 Item or 2 Wealth. Then, Exploration ends.

7+ – gain one of the following: 4 Food, 1 Item, 3 Wealth or 2 Magic. Then, Exploration ends.

3

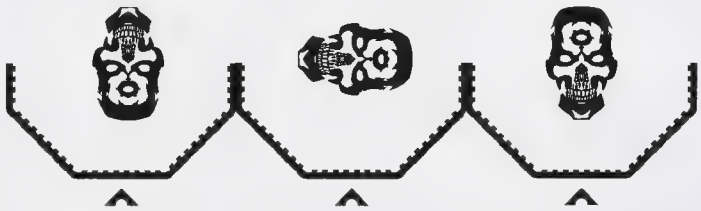
You plant seeds of doubt in the crowd. Soon, columns of refugees head east. You wonder what will happen to them.

Gain part 3 of the "**Left Behind**" status. Exploration ends.

4

A fragment of the charred tapestry moves in a barely noticeable draft. You come closer and find a passage leading deep into the wall where pure wyrdstone soon replaces rough-cut stones. Could it be a path into Tuathan?

- **Leave this place** – Exploration ends.
- **Take the path** (only available in **Chapters 6** and **7**, requires **all Characters.** This concludes your Chapter) – go to:



5

The people of Timberwall are still proud and distrustful.

- **Convince them to run** (requires 5 Rep) – *The proximity of Tuathan is dangerous.* Go to Verse 3.
- **Promise you'll lead them somewhere safe** (requires 8 Rep) – go to Verse 7.
- **Leave them here** – Each Party member loses 2 Rep. Exploration ends.

6

Your result was:

1-5 – *You've found nothing.* Exploration ends.

6-9 – If you **don't have** part 6 of the "**Hidden Treasures**" status, you find a hidden cache of precious gems under the seat of the throne; gain 6 Wealth and part 6 of the "**Hidden Treasures**" status. Then, Exploration ends.

10+ – If you **have** Secret card **7**, go to Verse 4. Otherwise, Exploration ends.

7

Timberwall survivors nod silently. It was easier than you expected. Perhaps what happened to their city was a good lesson.

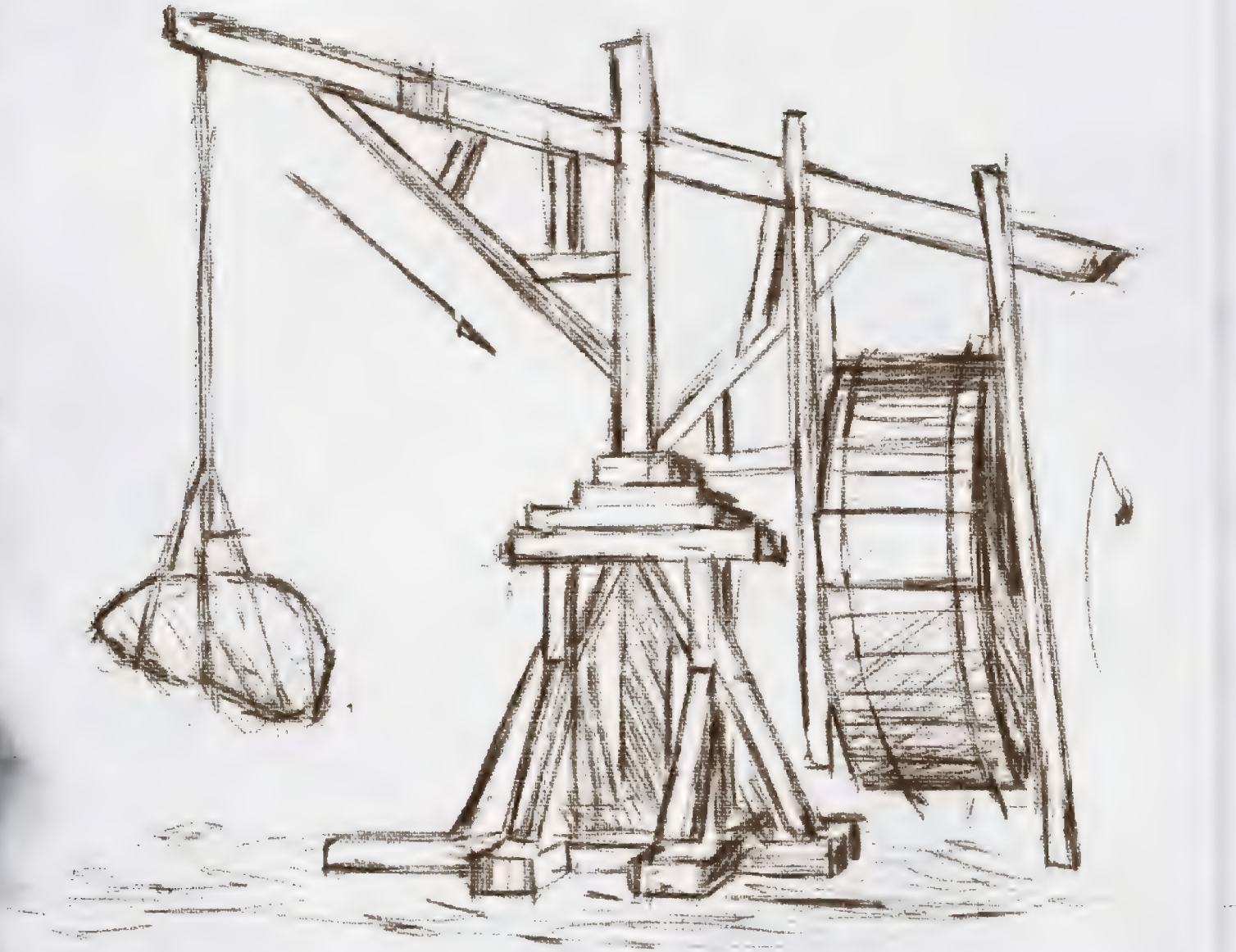
Gain part 3 of the "**Left Behind**" status. Gain the "**Hopeful Settlers**" Secret card (**33**).

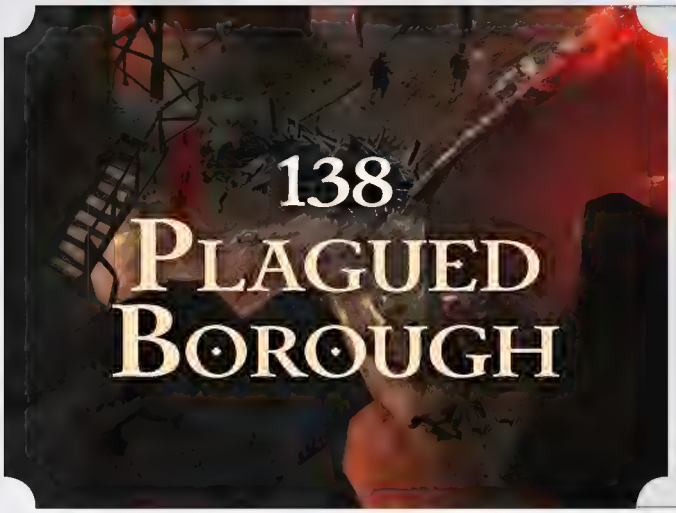
New Task: Guide the people of Timberwall to one of the safe locations in the Avalon.

Hint: Don't take too long! Their trust in you will slowly erode.

Hint: To settle your group, you must choose the "Use Secret card **33**" option in one of the safe places of Avalon.

Exploration ends.





138 Plagued Borough

The highland is too narrow for a settlement of this size. Some houses hang over the cliff's edge on precarious frames of wood and rope. Others perch on top of one another, like plants in search of the sun.

On a typical day, the damp, dark alleyways of the borough would be dangerous. Now judging from the columns of smoke, the sounds of fighting, and the bright red banners warning of plague navigating them is suicide.

- **Knock on doors** – *Maybe someone will be able to fill you in.* Go to Verse 1.
- **Walk into the borough** – go to Verse 4.
- **Plunder the borough** – go to Verse 11.
- **Leave** – Exploration ends.

1

You knock on many doors, but the townsfolk are scared and suspicious. Finally, an older woman lets you into her home. She tells you there's an open revolt in the borough that threatens Kamelot itself. You must think carefully before you go any farther.

If you're playing **Ailei**, or if you **have** part 1 of the "**Fate of the Expedition**" status, go to Verse 9.

Otherwise, Exploration ends.

2

You emerge from a cloud of dense smoke only to find yourself surrounded by armed townsfolk. Smiths. Beggars. Weavers. Fishwives. All united in hatred for those who abandoned them to plague and wyrdness.

"Down with the tyranny of the Round Table!" shouts one, to a tumultuous cheer.

- **Approach them** – go to Verse 6.
- **Back away** – Exploration ends.

3

You soon learn that Gaheris was sent down to the borough after an angry crowd lynched the mayor and his son. Morgaine thought the knight's dark reputation and his status as her great-grandson would make people reluctant to raise arms against him. Then, wyrdness enveloped the town for many days, cutting off lines of communication and confining soldiers to their garrison.

Now, the small force barely keeps their foothold in the borough, let alone stabilizing it. With visible reluctance, Gaheris asks if you could help his men in any way.

- **A helping hand** – *There are some delicate matters to which you could attend to further their cause.* Draw and resolve a blue Encounter. If you win (or draw "**Calm Before the Storm**"), go to Verse 8. Otherwise, Exploration ends.
- **A gift of equipment** (discard one Item with a Weapon, Shield or Armor keyword) – Go to Verse 8.
- **A gift of Magic** (pay 2 Magic) – *They need protection against the incursions of the wyrdness.* Go to Verse 8.
- **Tactical advice** (requires at least 2) – add 1 mark to "**Helping the Knights**" status. Then, make another, different choice.
- **Leave** – Exploration ends.

4

You journey deeper into the Borough. The smell of blood and revolution hangs in the air. You soon discover two forces wrestle for control of the town: desperate and angry citizens, and a group of warriors sent here by Lancelot of the Round Table. You are not sure which side is right.

If you **have** the "**Winds of Wyrdness**" status, the conflict in the borough has spiraled so far it can no longer be stopped – go to the start of this Location and make another choice.

If you **have** 3 parts of "**Supplying the Revolt**" or "**Helping the Knights**" status, go to Verse 10.

Otherwise, choose one:

- **Meet with the rebels** – go to Verse 2.
- **Walk up to the military blockade** – go to Verse 5.

5

You emerge from a cloud of dense smoke only to find yourself in front of a group of soldiers, still tired from a recent battle. A thick layer of soot covers their faces and armor now almost as black as the garb of the knight who leads them.

Gaheris, one of the famed knights of the Round Table, looms over you.

"Who are you and what are you looking for in the borough?" his voice booms under his great helm.

- **Explain yourself** – go to Verse 3.
- **Back away** – Exploration ends.

6

They take you to their leader a gray-haired woman in stonemason's garb. In simple words, she explains the suffering of the borough, left alone to deal with the Red Death and the wyrdness, while the rulers of the realm cower behind Kamelot's walls.

"Help us make a difference. If we chase off Morgaine's curs and lay siege to the castle, maybe then they will acknowledge us!"

- **A helping hand** – *There are some delicate matters to which you could attend to further their cause.* Draw and resolve a blue Encounter. If you win (or draw "**Calm Before the Storm**"), go to Verse 7. Otherwise, Exploration ends.
- **A gift of money** (pay 2 Wealth) – go to Verse 7.
- **A gift of equipment** (discard one Item with a Weapon, Shield or Armor keyword) – go to Verse 7.
- **Military advice** (requires at least 1) – add 1 mark to "**Supplying the Revolt**" status. Then, make another, different choice.
- **Leave** – Exploration ends.

7

Add 1 mark to the "**Supplying the Revolt**" status on your Save Sheet.

Exploration ends.

8

Add 1 mark to the "**Helping the Knights**" status on your Save Sheet.

Exploration ends.

9

On the neck of your host, you spot a holy necklace priestess Neante from Cuanacht used to wear. You confront the older woman, and she reveals heroes of Cuanacht were in her home – not once, but twice! Three weeks ago, they came here from Cuanacht looking for a way to pass the borough, just like you. She was the only one who agreed to shelter them, and for this, she received a gift from Neante. At this point, their party was still complete – Neante, Yvain, Fael, Erfyr, and Aubert.

A week ago, just two of them returned – Neante and Erfyr. They didn't stay for the night; they seemed shaken and scared. From their hushed talks, she understood they lost a friend that day, in the depths of Tangleroot Gorge, killed by a relentless being that pursued them right to the edge of the borough. They rested a moment headed for Kamelot, carrying something of great importance.

Gain parts 2, 7 and 8 of the "**Fate of the Expedition**" status. If you **didn't have** at least one of these parts, each Party member gains 1 Exp.

If you **have** "**Fael's Legacy**" status, Exploration ends. Otherwise, read on:

New Task: Search Tangleroot (**114**) to learn what happened to the first expedition.

Exploration ends.

10

Finally, after hours and days of nipping at each other's feet, the two forces meet in battle. You are there – a reluctant witness hanging at the back of one of the troops clashing at the foot of the bridge leading to Kamelot.

Gaheris towers over the battlefield on one end, his armor splashed with blood, sword falling on men and women alike, not sparing even those who yield. On the other end, revolutionaries execute captured prisoners, hoping this sight will break Kamelot's forces. There are no saints here. The ground drinks blood greedily.

Soon, the borough grows quiet. Both forces retreat to lick their wounds, and only smoke and the wailing wounded remain.

Each Party member gains 1 . Gain the "**Peace in the Borough**" status. Remove the Plagued Borough (**138**) Location card from the game, and place Quiet Borough (**142**) in its place.

Exploration ends.

11

Abandoned workshops. Burning houses. Dead littering the streets. Coin comes easy in a beleaguered city, but you hope the remaining townsfolk won't notice your actions.

Pay 3 Rep. If you can't, draw 3 gray Encounters and resolve one with the highest Value. Then, exploration Ends.

If you paid 3 Rep, roll a die and add your :

1-3 – resolve the "**Angry Mob**" gray Encounter (difficulty 4). Exploration ends.

4-6 – gain one of the following: 3 Food, 1 Item or 2 Wealth. Then, Exploration ends.

7+ – gain one of the following: 4 Food, 1 Item, 3 Wealth or 2 Magic. Then, Exploration ends.

139 Devastation

This place remained out of the protective range of a menhir for a very long time. The results are plain to see: the land is rippled and furrowed like an old man's brow. The trees grow upside down from the solidified waves of rock and dirt. A stream boils on one end and freezes on the other.

You can't help but wonder whether this is how all of Avalon looked when it was completely enveloped in the primal wyrdness, some six hundred years ago.

- **Descend into the mine** – go to Verse 2.
- **Search the dwellings** – go to Verse 1.
- **Leave** – Exploration ends.

1

Most buildings around the mine complex are old and half-collapsed, but one large cabin seems almost new and relatively untouched.

If you **have** part 7 of the "**Dreams and Prophecies**" status, there's nothing more you can learn here. Exploration ends. Otherwise, read on:

You step inside the seemingly empty building and begin to search. Your heart jumps when you catch a man in miner's garb out of the corner of your eye. He's growing straight out of a wall, upper torso and head sticking out from the intricate latticework of veins, nerves, and guts. Seeing you, he slowly raises his head. Instead of eyes, two sets of white, blood-shot flowers look right into you. Then, the man says:

"Poor creature. If you could only taste the infinite dreamscapes. If you could hear time gently washing over the bones of history. If you could see the color of abandonment or the texture of yearning."

- **End his misery** – *In his place, you'd want someone to do it.* Go to Verse 4.
- **Leave him be** – go to the start of this Location and make another choice.
- **Learn from him** (pay 2, requires at least 1) – *Listening to someone who spent decades or even centuries submersed in the wyrdness seems just as intriguing as dangerous.* Go to Verse 6.

2

You enter the shadows...

Roll a die, add your **OR** , and add +2 if you **have** the "**Adventurer's Kit**" Item. Check your results:

1-5 – *You wander through moist and hot corridors, like innards of a colossal beast trying to devour you. Strange noises attack your senses and irritate your nerves.* Gain 1. Then, go to Verse 5.

6 – *The tunnels are dry, and your throat becomes parched just by breathing. Suddenly, the space widens, and the air becomes more pleasant. There is a strange altar made from animal bones, probably raised by the miners. There is something on it. A desiccated human heart?* Gain 1 and 1 Magic. Go to Verse 5.

7 – *This is a dangerous place. The unfortunate adventurers, whose bodies you have just found, learned this the hard way. At least some of their equipment still looks usable...* If you **don't have** part 8 of the "**Hidden Treasures**" status, gain 1 random non-Companion Item, 1 Wealth, and part 8 of this status. Then, go to Verse 5.

8+ – *The corridors twist ever deeper and deeper into the ground. Finally, you reach a place where this ancient mining shaft crosses paths with something even older.* If you're playing **Chapters 6-7** or **Chapters 11-15**, go to Verse 3. If you're playing **Chapter 10**, go to:

Otherwise, Exploration ends.

3

The twisting tunnels of the abandoned Fore-dweller structure open before you. You wander for hours, marveling at the strikingly complex wyrdstone lattices stretched between huge stalactites and stalagmites. Each of them is different, though after a while you notice repeating modules, like letters or words. Is this truly a mine? Or rather a library?

Each Party member gains 1 Magic. Gain part 9 of the "**Burning Mystery**" status. Then, Exploration ends.

4

Hacking away at his body proves useless. You only destroy the exposed parts of flesh, while the rest, grown into oaken beams and stone floor, remains safe and very much alive. In the end, you burn the shack. As you depart, chased by the horrible screeching, you keep thinking it wasn't supposed to look like that.

Gain 2 and 1 Magic and part 7 of the "**Dreams and Prophecies**" status. Exploration ends.

5

You eventually reach one of the side entrances littering this devastated terrain like molehills.

Exploration ends.

6

Getting him to hear your questions and respond is a difficult task on its own. Understanding the answers is another matter entirely. Yet, as minutes turn into hours, you slowly understand secrets and mysteries never meant for humans. Language of the stars. Hidden rules of fate. The connection between the souls of living creatures and the eggs of the time-eating serpent. You stop asking just before you reach the precipice of madness.

Gain part 4 of the "**Burning Mystery**" status and part 7 of "**Dreams and Prophecies**" status.

Each Party member with fewer than 4 moves their marker to 4. Then they gain 3 Magic for each point of they've gained.

Exploration ends.

Dream

A procession unlike any you've witnessed descends into underground corridors. Tall, inhuman figures, covered in white fabric from head to toe, proceed through the darkness, surrounded by floating lights. In the bowels of the island, they set to work. With alien tools and strange magic, they separate a block of solid wyrdstone and move it to the surface. There, a figure lays on the slab. Its body slowly melds into the wyrdstone while the stone slowly takes shape of a body. Soon, they are one, a solidified essence, neither dead nor living. Around the statue, the passage between the realms of life and death is now permanently ajar. They place the wyrdstone figure in the cold wastelands outside of Tuathan's walls.

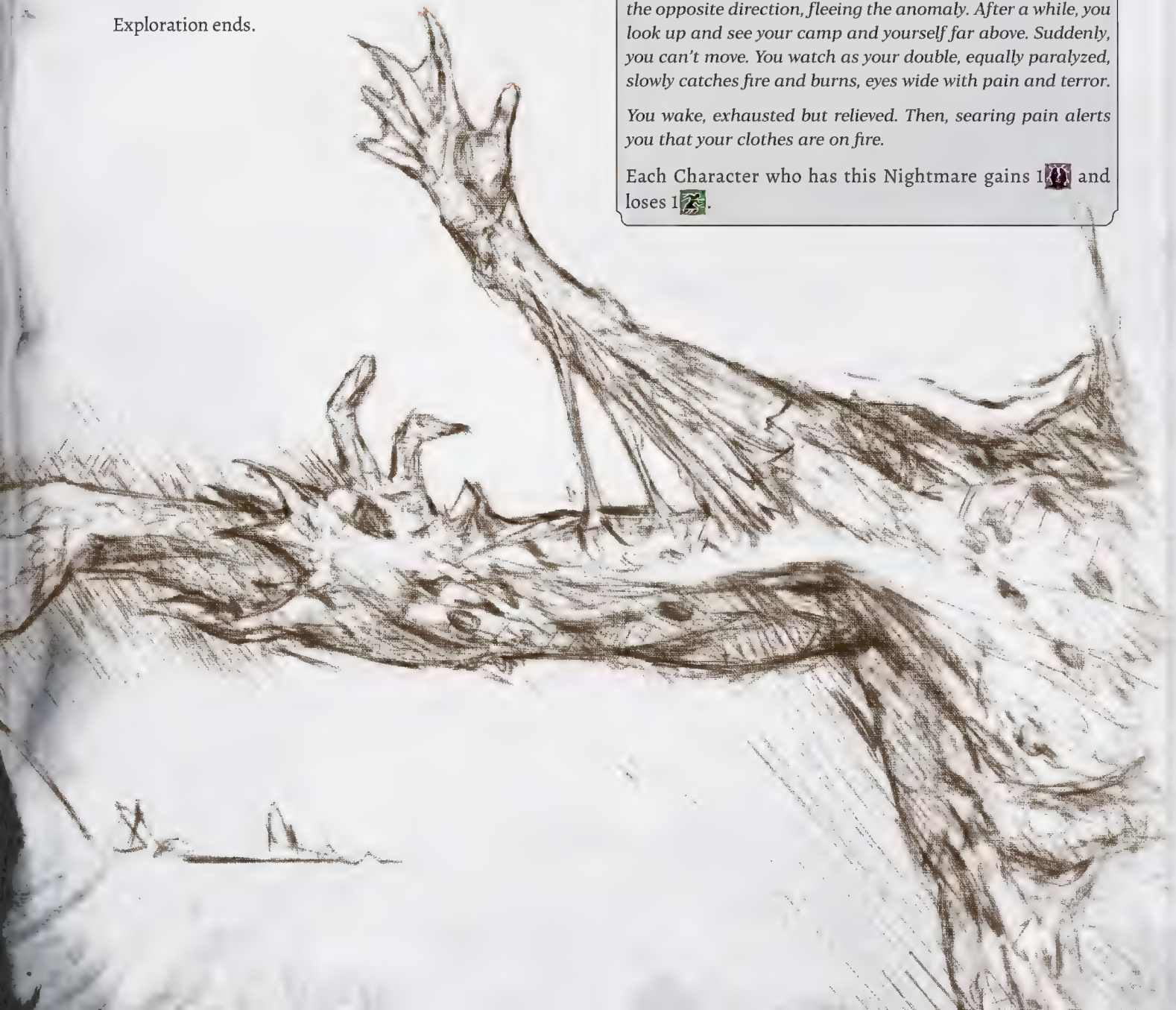
You wake up, shaking off this strange dream. You know Arthur raised the menhirs to protect his people from wyrdness. Everybody knows that! This place must be playing tricks on your mind!

Nightmare

You wake up in the middle of the night. Something is wrong the ground bends upwards, obscuring the night sky. You run in the opposite direction, fleeing the anomaly. After a while, you look up and see your camp and yourself far above. Suddenly, you can't move. You watch as your double, equally paralyzed, slowly catches fire and burns, eyes wide with pain and terror.

You wake, exhausted but relieved. Then, searing pain alerts you that your clothes are on fire.

Each Character who has this Nightmare gains 1 and loses 1.



The stench of this swamp, bolstered by the sewage of the borough perched atop the nearby cliff, makes your head spin. To navigate these foul waters safely, you need a pair of stilts or a flat-bottomed boat, just like the ones used by locals. They are happy to provide them for a price.

Pay 1 Wealth or 1 Food, or lose 1 .

Then, choose one:

- **Try to locate the sunken monastery** – go to Verse 1.
- **Spend some time with the locals** – go to Verse 3.
- **Harvest roots and herbs** (requires **Ailei**) – go to Verse 6.
- **Go to the monastery** (pay 2 per Party member, requires the "**Monastery Discovered**" status) – resolve a purple Encounter and go to Verse 11.
- **Ask smugglers to help you get into the Borough** (Each Party member pays 1 Rep) – go to Verse 12.
- **Leave** – Exploration ends.

1

If you **don't have** the "**General Directions**" status, lose 2 per Party member – *You find nothing roaming across the bog.* Exploration ends.

If you **have** the "**General Directions**" status, roll a die and add your . Now, check your result in Verse 10.

2

The chieftain seems glad he can host you. His generosity exceeds all expectations.

If you're playing **Beor**, go to Verse 9. Otherwise, read on.

After several loud salutes and toasts, weak and soft-kneed, you realize it is customary to repay hospitality with a generous gift.

You may pay 2 Wealth or discard a non-Craftable Item to gain part 1 of the "**Allies of Avalon**" status.

Then, Pass for the rest of the day. Exploration ends.

3

You arrive at a small village raised above the surface of the swamp on tall posts. Coughing, sickly bogmen weave through the reeds in their tiny boats. Some busy themselves floating sacrificial wooden bowls of burning grease near their half-drowned menhir.

Soon, they spot you. Bogmen approach, following your every move with beady eyes.

If you **don't have** part 1 of the "**Allies of Avalon**" status, draw and resolve a blue Encounter.

If you win (or draw a "**Calm Before the Storm**" Encounter) or **have** part 1 of the "**Allies of Avalon**" status, choose one:

- **Gather information about the sunken monastery** – go to Verse 5.
- **Participate in a feast organized by the village chieftain** – *You've heard their feasts can last for days!* Go to Verse 2.

Otherwise, Exploration ends.

4

Your result was:

1-4 – *You draw more and more livid looks. One of the old folks yells at you. Exploring the topic further could end badly.* Exploration ends.

5+ – *A slender woman with an ugly, red stigma on her face invites you for a bowl of stinky yet surprisingly tasty tea and a story. She tells you people won't talk about the monastery because it brings bad luck. They even avert their eyes from everything red, like the monastery walls, she adds with sadness. She reveals there's a forbidden part of the bog where no one goes, and does her best to explain how to get there. You thank her and take your leave.*

Gain the "**General Directions**" status. Exploration ends.

5

The locals aren't happy with your questions. Dirty looks, whispers behind your back it would be better if you stopped your investigation. Will you?

- **Loosen some tongues** – roll a die and add your . If you **have** part 1 of the "**Allies of Avalon**" status, add 1. Now, check your result in Verse 4.
- **Shadow one of the bogmen** – *Maybe they hide the monastery from outsiders?* Roll a die and add your . Now, check your result in Verse 7.
- **Back off** – Exploration ends.

6

You recall what Neante taught you about the flora of the Dark Morass. There's a rare herb here, Bog's Horsetail, that can be easily turned into a powerful concoction. Unfortunately, the Dark Morass is dangerous to traverse.

- **Try to find Bog's Horsetail** – roll a die and add your to the result. You may then pay up to 3 and add 1 to the result for each point spent. Now, go to Verse 8.
- **Abandon your search** – Exploration ends.

7

Your result was:

1-3 – *A fisherman spots your suspicious behavior and calls the others. You are taken to the edge of the village and thrown into filthy waters of the Morass.* Each Party member loses 2. Exploration ends.

4+ – *You trail a herbalist, then a simple net maker and, in the end, the chieftain himself. Your only conclusion is that they don't know anything about the sunken temple, or at least they don't go there on a daily basis.* Exploration ends.

8

Your result was:

1-3 – *Despite your careful steps, you fall into a puddle of sludge. It takes great effort to get out. You feel sick and exhausted.* Each Party member loses 1 and 1. Exploration ends.

4-5 – *You wander through the Dark Morass for a long time but find nothing of interest. On your way back, you feel dizzy. It must be toxic fumes from the bog. Soon, you lose consciousness and drift off into malignant visions.* Each Party member Passes for the day. When Experiencing Dreams, read the Nightmare. Exploration ends.

6-7 – *Exploration is less than succesful, but you find a familiar bush. You spend time gathering the sappy leaves.* Gain the "**Wayfarer's Leaves**" Item. Exploration ends.

8+ – *You can't believe your luck! Only a few hours of seeking and you come upon Bog's Horsetail! Its vibrant green color stands out in this bleak region. You return and immediately start to brew a mixture.* Gain the "**Healing Extract**" Item or the "**Witch's Bile**" Item (as long as it is in the Item deck).

Exploration ends.

9

The bogmen quickly learn they can never hope to outdrink (or out-sing) you. Before the day is done, you make some new friendships – all at the cost of slight lightheadedness.

Each Party member loses 2 and gains 1 Food. Gain part 1 of the "**Allies of Avalon**" status. Exploration ends.

10

Your result was:

1-3 – *The bog really is as dangerous as you were told. You endured serious hardship before you came back. And you found nothing.* Each Party member loses 1. Exploration ends.

4+ – *You search for some time and decide to go back. But then you notice an arm sticking out from a clump of moss. You investigate it carefully and find a drowned man in rags. You follow the track of the deceased and catch a glimpse of red stone between some withered plants – the monastery!* Go to Verse 11.

11

CONGRATULATIONS! If you don't have the "**Monastery Discovered**" status, each Party member gains 2 Exp and 1 Magic. Gain the "**Monastery Discovered**" status.

If you **have** the "**Winds of Wyrdness**" status, go to Verse 13. Otherwise, read on.

You're standing in front of the sunken monastery. Its red stone towers stick out of the swamp at odd angles, like the fingers of a drowned man grasping for the world above. You see many unfortunate travelers in rags, drowned only few steps from the walls.

There's no visible entry point. Short of busting the walls down, you have no idea how to get in.

Hint: You will not be able to progress further right now. Return after **Chapter 9**.

Exploration ends.

12

At night, moonshine and mind-numbing mushrooms are carried up the cliff through a web of concealed ladders and crevices. Taking this route is dangerous, especially in the dark.

Each Party member who has 1 or fewer loses 1.

Attach Location **138** to the top of this card (as long as it remains in the active Menhir's range). If Location **138** is no longer available, attach Location **142** there instead. Place all Party member's models in the attached Location.

Exploration ends.

13

The monastery is here before you, the surrounding ground rippled and cracked, as if the structure suddenly rose far above the swamp. The walls have many crevices filled with dead fish and sludge. The building seems unstable. You wonder if it is wise to go inside.

- **Go in** – go to:

- **Leave** – Exploration ends.

Dream

In your dream, you see a great battle somewhere in the east. The fate of the island balances on a thin edge. Maybe you should be there?

Hint: There are many storylines in the game, and completing all of them in one playthrough is impossible. Next time you play, try to discover new Locations and events!

Nightmare

A tall prioress caresses the gray, malformed face of the dead king. She knows he suffered through so much, but Avalon can't afford to let him rest. The prioress gives a sign. Men clad in armor push Arthur's body into large, black cauldron. Almost immediately, the vessel bursts in a fountain of water and metal shards.

You now see a magnificent monastery surrounded by a torrent of wyrdness, turning earth into water and water into the ground. The building cracks and sinks around you. A hundred horrified voices sound in unison. The next thing you remember is fighting for your breath, with the marshy water pushing down your throat.

Each Character who has this Nightmare loses 1 .

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 1 , 2 Food and 1 Wealth (per Character): put a new Menhir model on this Location and set its Dial to **6** (1-2 Characters), **5** (3 Characters), or **4** (4 Characters).

If there aren't enough models left, take it from another Location of your choice.

141 WYRDEDGE

Not long ago, this old crannog sat atop a miry lake. Now, the wyrdness coils above and below the wooden structure, and its bridge has become the last strand of reality anchoring it to the human world.

You know of only one person who could have carved out a living in pure wyrdness Orrin, the last sorcerer of the island and the heir to Merlin's knowledge.

If you **have** the "**Winds of Wyrdness**" status, go to Verse 3.

Otherwise, choose one:

- **Traverse the long bridge leading to the Crannog** – go to Verse 4.
- **Leave** – Exploration ends.

1

If you **have** part 2 of the "**Allies of Avalon**" status, go to Verse 2. Otherwise, read on:

The door creaks open and a small, wrinkled face appears on the other side. Keen eyes study you, then an old man steps out of the house and stands before you. You didn't expect him to be so small. In stories, Orrin was a great mage who could tame wyrdness, who wandered into Tuathan and came out alive. His appearance is disappointing.

"More adventurers! Gods! Will it ever end?" Orrin greets you in a dry voice. "I don't like visitors. Alas, I'm going to give you one chance to change my mind. Then, out into the wyrdness you go! So, who are you? What is your quest? And what do you want from me?"

Every answer you give to Orrin has an assigned number. Place three dials in the following slots so they show the numbers of your chosen answers

First Dial slot (who are you): Tell him you're heroes of Avalon (2). Tell him you're smallfolk from Cuanacht (4).

Second Dial slot (what is your quest): You are trying to help the people of your town (3). You are going to save Avalon (8).

Third Dial slot (what do you want): You require access to Tuathan (3). You need wise advice (6).

Now, go to the appropriate Verse in the Book of Secrets.

For example: if you've chosen the first answers for all questions, go to Verse 233 in the Book of Secrets.

2

The crannog consists of one large room with an open fireplace. Only now you notice it was built around a menhir, its upper half sticking above the floor.

Everything is well-organized and perfectly clean. Glass bottles sit in a row on a shelf above a simple hammock. A variety of herbs hangs in elegant bunches near the window, through which you can see unending wyrdness. Rows of books, some with distinct bindings and ornaments dating back to the Homelands, sit on the shelves. Orrin takes the only seat in this place.

- **Ask him about Tuathan** (only available in **Chapter 6**) – go to Verse 6.
- **Hear the story of Orrin's journey into Tuathan** (only available in **Chapter 7** and requires at least **one** of the following: "**Crest of the Order**" Secret card, "**Hand of the People**" Secret card or part 9 of the "**Fate of the Expedition**" status) – go to Verse 10.
- **Ask about the first expedition** – go to Verse 9.
- **Ask about Arthur's fleet** (requires part 8 of the "**Pathfinder**" status) – go to Verse 5.
- **See if he has anything to sell** – *Orrin accepts only magical trinkets as payment.* Draw 2 non-Companion Item cards. You can buy any number of them for 2 Magic each. If you don't, shuffle them back into the deck. Then, Exploration ends.
- **Take your leave** – Exploration ends.

3

Orrin is gone, and without his watchful eye, the moat leading to the crannog flooded with wyrdness. There's nothing left for you here.

Exploration ends.

4

The bridge is thin, and the wyrdness presses at it from all sides. The walk won't be easy. One mistake and you are lost.

Roll a die and add 1 for each point of your and . Check the result below:

1-5 – *You slip and sink your hand into the wyrdness. It grabs and pulls.* Go to Verse 7.

6+ – *You cross the unstable bridge and knock on the door of the crannog.* Go to Verse 1.

5

Orrin sighs.

"Hoping to leave this godforsaken island? Trust me, if I knew how, I'd do it myself," he says.

Then, he explains that Merlin indeed conjured the protective tree he called the "anchorage." But he did so at Arthur's request, when after the first horrible year in the First Farmhold people started plotting to escape the island. Only Arthur had the knowledge and whatever key was needed to free the ships, and he took this knowledge with him in his grave.

New task: Find a way to access the anchorage.

Go back to Verse 2 and make another choice.

6

"Tuathan? Don't tell me you're yet another fool who wants to go there! All the so-called expeditions only bring harm. I saw so many people go there, never to return. No more! If you want to die, do it on your own!"

Orrin's face is red, his body trembling. But you also see a deep sadness in his eyes. He looks at you again and speaks in a calmer tone:

"Look, if I am to tell you anything, I must know you can hold your own there, without making things worse for everyone in Avalon. Prove yourself. Then, I might share my knowledge with you."

CONGRATULATIONS! You've completed your current Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 7** Setup card and follow its instructions to begin the next Chapter!

Hint: If you're missing some of the statuses required to obtain Orrin's approval, and you don't know how to find them, remember that Lancelot in Kamelot (**190**) can always point you in the direction of every knight of the Round Table, and Serene Visage (**132**) offers a way to relive events from the past.

Exploration ends.

7

Wyrdness engulfs you. The crannog floats away – or maybe it is you who's drowning. Your insides twist painfully, and your mind boils. After a long torment, you find yourself crawling back to the edge of wyrdness.

Each Party member loses 2 and gains 2 . Exploration ends.

8

Orrin listens with a blank expression, slowly nodding as you speak. When you finish, he exclaims angrily: "So impudent! You're the same as the others! Think carefully before you dare come again!"

If you **have** at least 6 Rep, each Party member loses 2 Rep. Exploration ends.

If not, Orrin's in his rage throws you out of his house – go to Verse 7.

9

"Fools!" Orrin fumes. "They should have come to me for advice before going on their quest. But what do I know? I am only the one man who returned from the other side in the last two centuries."

He sighs and continues:

"They took the worst possible path: through the Valley of Guardians. From what I heard, they lost their guide there. Not the worst thing that could happen to them, mind you. Then, they broke through the siege of Timberwall to look for the hole hidden in one of the uppermost halls. So much risk! There's another, easier way..."

Gain part 2 and part 3 of the "**Fate of the Expedition**" status – if you **didn't have** any of these statuses, each Character gains 1 Exp.

Go to Verse 2 and make another choice.

10

"I see... Maybe I was right to give you a chance after all."

Over a bowl of spicy tea, Orrin recollects his expedition from twenty years ago. He and a group of brave volunteers tried to reach the heart of the Fore-dweller city. They failed. Of a baker's dozen, only Orrin returned. Their only success was setting up a small outpost, protected from wyrdness with powerful glyphs. Since Tuathan continually changes, there's no telling where the outpost is now, but people who travel deep enough should be able to find it a lone, static point in the ever-shifting ruins.

Orrin warns you not to enter the Valley of Guardians. This is the most guarded approach, all but impossible to navigate. There are two other entrances the sorcerer knows: one hidden in Timberwall, behind the King's Hall the highest building of the city that leans against the Fore-dweller battlements. Unfortunately, access may be hard or even impossible, depending on who currently rules the city and how it fared in the war. The other entry is called Riverfall, a place where underground waters from under Tuathan thunder into the ocean. It is always available, though remote and dangerous.

Finally, Orrin warns you that finding the way in is just the first part of the ordeal. Tuathan is a terrifying place any human rules can change in unexpected ways.

"One time," he says, "our rations became so revolting we didn't eat for two days straight. Only then I discovered what we craved for was gold and jewels. Believe me, nothing in my entire life was as juicy and delicious as the garnet I plucked from the top of my own staff!"

Finally, he warns that a human body can only take so much of the wyrdness. In Tuathan, wounds tend to fester, and sleep doesn't soothe the mind. You must bring as many supplies and healing concoctions as you can. And staying inside for too long may result in permanent damage.

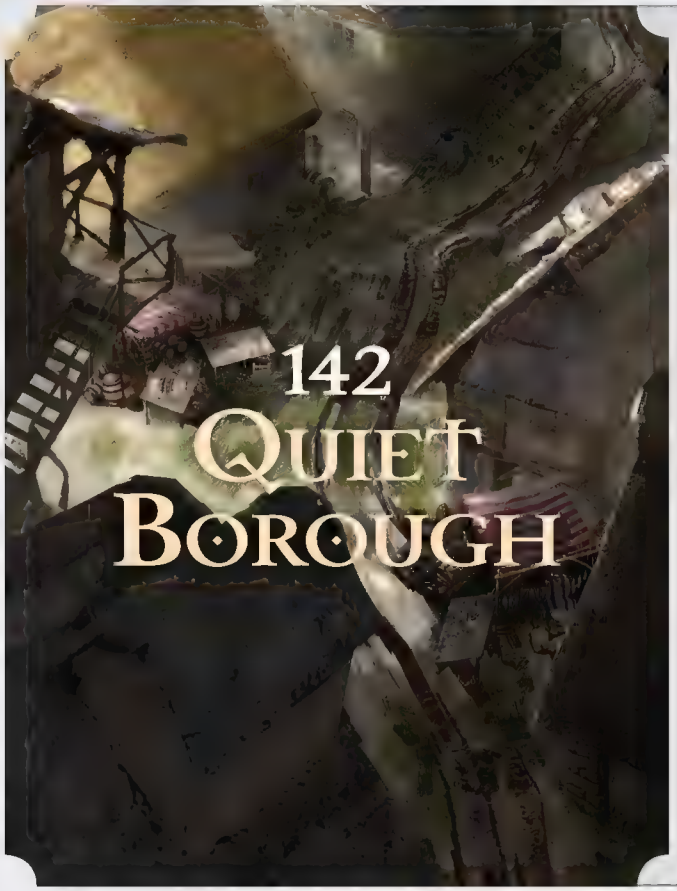
Each Character gains 1 Exp. Find and resolve **Chapter 7: Part 2**.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card:

Pay 1, 2 Wealth and 1 Magic (per Character): put a new Menhir model on this Location and set its Dial to **6** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.



142 Quiet Borough

If you **don't have** the "**Traveler**" part **3** status, gain "**Traveler**" part **3** status.

The highland is too narrow for a settlement this size. Some houses hang over the cliff's edge on precarious frames of wood and rope. Others perch on top of one another, like plants in search of the sun.

A thick layer of smoke hangs over the borough. Its streets are quiet. Its people exhausted from fighting.

- **Look for clues about the first expedition** – go to Verse 1.
- **Walk through the borough** – go to Verse 3.
- **Find a way down into the Dark Morass** – go to Verse 6.
- **Visit the market square** – go to Verse 7.
- **Stand before the Revolutionary Tribunal** (requires all Characters and part 8 of the "**Fall of Chivalry**" status) – go to Verse 8.
- **Tell people of the borough you've found a safer place** (only available in **Chapter 14**, requires all Characters) – go to Verse 9.
- **Join a Caravan** (requires all Characters, and only if you **don't have** "**Winds of Wyrdness**" status) – *Groups of merchants and travelers band together to traverse dangerous expanses between a handful of Avalon's larger settlements.* go to Verse 10.
- **Leave** – Exploration ends.

1

You knock on doors, but the townsfolk are too scared and suspicious to answer your questions. Finally, an older woman lets you into her home.

If you're playing **Ailei**, or if you **have** part 1 of the "**Fate of the Expedition**" status, go to Verse 5. Otherwise, Exploration ends.

2

As you walk through the narrow alleys filled with smoke, you find looted houses, dead bodies in the streets, and signs of desperate skirmishes. There is no trace of Kamelot's soldiers. It would seem after they retreated from the borough, the city ripped itself to shreds.

You stop for a moment in a small courtyard where several bodies, including children, lie in a row. They're well-fed and dressed perhaps the family of a wealthy merchant. Above them hangs a sign: "Enemies of the People."

If you **don't have** four marks of "**Supplying the Revolt**" status, each Party member gains 1 and 1 Exp. Gain one mark of "**Supplying the Revolt**" status. Exploration ends.

3

If your "**Supplying the Revolt**" status has exactly three marks – go to Verse 2.

If your "**Helping the Knights**" status has exactly three marks – go to Verse 4.

Otherwise, read on:

You wander through the quiet and deserted streets. Tension is in the air, but nothing happens.

Exploration ends.

4

You walk past a large alley where Kamelot's men-at-arms rest and play dice after hanging several convicts. A row of bodies dangles from a hastily-constructed scaffolding. Even though few people in the borough can read, bodies bear signs listing their crimes. "Treason" on a man wearing priest's robes. "Looting" on a middle-aged woman. "Harboring Sick" on a young couple, and "Spreading Plague" on a boy of twelve who looks to be their son. You walk faster, trying not to draw their attention.

If you **don't have** four marks of the "**Helping the Knights**" status, each Party member gains 1 and 1 Exp. Gain one mark of the "**Helping the Knights**" status. Exploration ends.

5

On the neck of your host, you spot a holy necklace priestess Neante from Cuanacht used to wear. You confront the older woman, and she reveals heroes of Cuanacht were in her home not once, but twice! Three weeks ago, they came here from Cuanacht looking for a way to pass the borough, just like you. She was the only one who agreed to shelter them, and for this, she received a gift from Neante. At this point, their party was still complete Neante, Yvain, Fael, Erfyr, and Aubert.

A week ago, just two of them returned Neante and Erfyr. They didn't stay for the night; they seemed shaken and scared. From their hushed talks, she understood they lost a friend that day, in the depths of Tangleroot Gorge, killed by a relentless being that pursued them right to the edge of the borough. They rested a moment and headed for Kamelot, carrying something of great importance.

Gain parts 2, 7, and 8 of the "**Fate of the Expedition**" status. If you didn't have at least one of these parts, each Party member gains 1 Exp and 1 Food.

New Task: Search Tangleroot (**114**) to learn what happened there to the first expedition.

Exploration ends.

6

Now that the borough is reasonably safe, illegal trade with the bogmen from the Morass blooms once again. At night, ropes and pullies send down valuables and tools, only to come back with moonshine and mind-expanding mushrooms. Rappelling to the bottom of the cliff is much faster than going all the way around back through the Titan's Steps though not necessarily safer.

- **Rappel down to the Morass** (pay 1 Rep per Party member) – if Dark Morass (**140**) is revealed, place the Party members' models there. If not, attach Location **140** to the bottom of this card and place the Party members' models there, as long as Location **140** is within range of an active Menhir. Then, each Party member who has fewer than 2 gains 1. Exploration ends.
- **Change your mind** – go back to the start of this Location and make another choice.

7

Recent troubles in the borough increased prices, and the food is scarce. But maybe someone wants to trade battle spoils with you or offer a job?

- **Browse through the stalls** – draw 3 Item cards. You can buy any number of them for 2 Wealth each – if you don't, shuffle them back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each of them. Shuffle the Item deck. Then, make another choice.
- **Offer your services** – pay 2 Magic or 2 to gain 1 Food or 1 Wealth. Then, make another choice.
- **Leave the market** – Exploration ends.

8

As soon as you start to ask about the message you received, a group of armed militia stops you. They blindfold you and bring to an abandoned workshop that quickly fills with silent townsfolk of each trade, gender, and age. A committee of seven leaders of the revolt stands before you on a platform. Are you to be tried?

The stonemason in a red bandana steps forward. She clears her throat and addresses the crowd.

"The Round Table has finally fallen. The last vestige of the so-called rule of chivalry that first failed to protect Homelands and then failed to protect Avalon is now dead".

A tumultuous cheer thunders in the workshop.

"We have new champions now!" the woman continues. "People who came to be known as such not because of their birthright or underhanded political deals, but by the value of their actions! Let these heroes become what the Round Table failed to be!"

Then, she kneels before you, and with her, the other leaders of the borough and its citizens.

Go to:

9

If you **have** part 6 of the "**Left Behind status**", there's no one left who would follow you – Exploration ends.

If you **have** Secret card **33**, you cannot lead more people – Exploration ends.

Otherwise:

Many people ignore you, as if the proximity of Kamelot granted them a false feeling of safety. In the end, you manage to gather a good-sized group of those who lost their homes during the war and lead them out into the wild.

Gain part 6 of the "**Left Behind**" status. Gain the "**Hopeful Settlers**" Secret card (**33**).

New Task: Guide people of the borough to one of the safe locations in the Avalon.

Hint: Don't take too long! Their trust in you will slowly erode.

Exploration ends.

10

Groups of merchants and travelers band together to traverse dangerous expanses between a handful of Avalon's larger settlements.

Choose one:

- **Journey to Farshire** (Pay 3 Rep per Character and only if you **have** "**Traveler**" part **1** and you **don't have** "**Lost and Fallen**" part **3** status) – Go to:

- **Journey to Halfway** (Pay 3 Rep per Character and only if you **have** "**Traveler**" part **2**) – Go to:

- **Stay in Borough** – Exploration ends.

147 Abandoned Falfuar

This place makes you uncomfortable. Buildings reduced to distorted ruins bent beams and posts, houses standing on their roofs. Just looking at this scenery hurts your mind. It only gets worse when you realize you're one of the reasons Falfuar looks like this.

Each Party member gains 1.

Then, choose one:

- **Hunt wild animals** – pay 1 and resolve a green Encounter. Then, Exploration ends.
- **Plunder wyrdness-claimed buildings** – roll a die and add your . Now, check your result in Verse 4.
- **Help activate a Menhir in the neighboring village** (requires all Characters) – pay 2 Magic, 3 and 2 Wealth (per Character), then go to Verse 6.
- **Find a way to enter Tangleroot** (pay 2 per Party member) – go to Verse 3.

1

You try to go through the mist, but it feels like moving through sodden cloth. You take out a knife and cut your way through. It's frigid. It takes longer than you would like, but finally, you emerge on the other side. In the center of a clearing, there is a small toy house. It is a replica of the wise woman's building. Or maybe it's the same building?

Each Party member loses 1. If you **do not have** part 4 of the "**Dreams and Prophecies**" status, gain part 4 of the "**Dreams and Prophecies**" status, and each Party member gains 1, 3 Magic and 1 Exp. Exploration ends.

2

You enter the house and immediately duck as a hunk of wood flies toward you. You don't even want to think about how it is possible for an object to fall horizontally. Inside you find some valuables and many deformed items of unknown purpose.

Each Party member gains 1 Wealth and 1. Exploration ends.

3

Through a labyrinth of narrow ravines to the south, you eventually reach the Tangleroot gorge.

If the Tangleroot card (**114**) is revealed, place all Party members there. Exploration ends.

4

Your result was:

1-3 – *You enter a tangled web of streets. Suddenly you hear something behind you...*

Resolve a purple Encounter. Then, Exploration ends.

4-5 – *You get lost in the labyrinth of alleyways. You have a feeling the whole place enlarged somehow. But it's not important you are here for loot. You enter one of the safer-looking buildings.*

Go to Verse 2.

6-7 – *You wander under inclined buildings. One of them collapses before you with a loud rumble.*

Go to Verse 5.

8+ – *You catch a glimpse of something interesting behind a thick veil of mist.*

- **You don't want to risk it. Check the nearby rubble instead** – go to Verse 5.
- **It looks somewhat familiar. You must check it** – go to Verse 1.

5

You carefully approach the rubble and step over a large, strangely stretched doll that looks like something out of a nightmare. You scour the debris and find something valuable.

Each Party member gains 1 and 1 random non-Companion Item card.

Exploration ends.

6

Place Location **135** to the right of this Location. If Location **135** was removed from the game, place Location **148** there instead. Then, put a new Menhir model on Location **135** / **148** and set its Dial to **7** (-1 per Character).

Menhir

This section is available only if there is a Menhir model on this Location card!

Requires **all Characters** and the **Menhir Rites** Secret Card:

Pay 2 Magic, 2 and 2 Wealth (per Character): set the Menhir's Dial to **7** (-1 per Character).

148 Faldorca

The town is overcrowded. Tensions simmer between people from Bundorca and Falfuar, and no one is satisfied with the current situation, but at least the Falfuarans are protected by a menhir.

There are also some good signs new buildings arise, older people discuss their different religions, and strange, sheep-milk liquor has become a staple in the local taverns.

- **Take a stroll through the streets** – go to Verse 7.
- **Speak to leaders of Faldorca about the future** – go to Verse 3.

1

If you **have** Secret card **33**, you cannot lead more people – Exploration ends.

If you **have** part 5 of the "**Left Behind**" Status, there's no one left to follow you – Exploration ends.

Otherwise, read on:

To your amazement, former people of Falfuar and Bundorca work together to prepare for their exodus. Soon, there is a small, well-organized caravan waiting for you to lead.

Gain part 5 of the "**Left Behind**" status. Gain the "**Hopeful Settlers**" Secret card (**33**).

New Task: Guide the people of Faldorca to one of the safe locations in Avalon.

Hint: Don't take too long! Their trust in you will slowly erode.

Exploration ends.

2

You kneel before the old tree. Bundorcans ogle you with caution, Falfuarans with contempt. You cannot focus under this pressure.

Exploration ends.

3

You discover the town suffers from overpopulation. There are people here who would like to find a new home, but there are no secure places anymore.

- **Promise to find a safe haven for them** (only available in **Chapter 11** and **12**, requires all Characters) – go to Verse 6.
- **Lead part of Faldorca's population to a new safe place** (only available in **Chapter 14**, requires all Characters) – go to Verse 1.
- **Leave** – go back to the start of the Location and make another choice.

5

You catch a rat without a problem recently, many appeared on the streets. You approach one of the primitive altars. A townsperson with a sickly complexion passes and gives you a sympathetic smile. You kill the animal and smear its blood on the brownish stones of the altar.

Each Party member gains 1 . Each Party member gains 1 Magic if they **have** 2 Magic or fewer. Exploration ends.

6

There are many things that occupied your time until now. Allies, wars, mystical artifacts, expeditions into wyrdness. In the meantime, the people of the island continued to suffer. Maybe it is time to change the course and focus on preserving what remains. The survival of the people must come first.

There are places in Avalon that might be safe from Wyrdness. You must find at least two of them.

Go to:

7

You wander between stone buildings and wooden scaffolds. There are as many trees as fresh stumps between them. Some people kneel before a great oak in the center of the village. In the back alleys, figures make offerings from small animals on makeshift altars.

- **Meditate under the oak** – go to Verse 2.
- **Try to forget your worries in a tavern** – go to Verse 8.
- **Make an offering on a bloodied altar** – go to Verse 5.

8

There is no beer in the tavern – just this strange beverage made from sheep's milk. People do not want to speak with you – everyone stares at their cups. The time you spend here is not pleasant, but at least you manage to forget about the wyrdness for several precious moments and enjoy your simple, earthbound comforts.

Each Party member loses 2 and 1 Wealth (if you **don't have** any Wealth, lose 1 instead). Exploration ends.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 1, 1 Wealth and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).

If there aren't enough models left, take it from another Location of your choice.

149 Broken Broch

Stones blast from the round tower. Something dark and terrible emerges from the dust cloud, looming over you and freezing your gut with fear. Eldritch knowledge floods your mind. This is the Eater of Secrets. Its enormous power terrifies you, but instead of devouring or crushing you, it waits.

- **Make a request** – go to Verse 1.
- **Make an offering** – go to Verse 2.
- **Try to locate the prisoner you've come to retrieve** (requires part 4 of the "**War for Avalon**" status) - go to Verse 9.
- **Locate survivors and inquire about smith Morfran** (requires part 1 of the "**Gerraint's Successor**" status) – go to Verse 8.

1

You feel the creature's impatience and you realize your life depends on your next words.

- **Request a reward for freeing the creature with servile words** – *You are an insect in the presence of greatness.* Go to Verse 3.
- **Request a reward using confident words** – *You freed this creature and it owes you for it.* Go to Verse 4.
- **Ask the creature to tell you about the Fore-dwellers** – *This is your chance to learn something useful.* Go to Verse 5.
- **Leave** – Exploration ends.

2

- **Offer the creature all your enigmatic memories** – *In your travels, you've seen your share of secrets.* Go to Verse 6.
- **Offer your trinkets and artifacts** – *If you give the creature something, it may let you live.* Go to Verse 7.
- **Leave** – Exploration ends.

3

Your pathetic groveling disgusts the creature. Its response is swift and merciless, and you barely come out of this alive.

Each Party member gains 5 (reduced by their) and loses 4 (reduced by their). Exploration ends.

4

You stand proud in the face of horror and make your request. A torrent of secret knowledge batters your mind, straining your reason to its limits. One particular mystery stands out from the rest a sigil that's supposed to mark a place of elder powers. You think you've already seen it somewhere on the island.

If you **don't have** part 5 of the "**Strange Encounters**" status, each Party member gains 3 and 3 Exp. Then, gain Secret card **31** and part 5 of the "**Strange Encounters**" status. **Remember:** this Secret affects all Characters!

Exploration ends.

5

You stutter and stumble over your words but manage to ask the Eater what it knows of the Fore-dwellers. The intensity of its reaction immediately makes you regret your decision. Its tendrils coiling with anger, the Eater plants a long chain of memories in your head: its birth in the deepest, writhing wyrdness; a sudden fusion of voracious curiosity and creatures from behind the stars the Fore-dwellers studied. The eons it spent chained in the depths of Tuathan like a house pet that grew too large. Its brief moment of freedom and the destruction it caused in the city. Finally, this prison, on the land's end.

The Eater of Secrets still hates Fore-dwellers with a burning passion and gives you some advice on how to fight them. You don't understand even half of what it says, but it reveals the location of some items that could help you. A ritual mask their space-warping priests used to wear rests underwater, just off-coast from Shimmering Flats. A ring that imbues the wearer with inhuman stamina is hidden somewhere in the putrid Grubwood not far from your hometown. Finally, the Eater advises you that to defeat the fiercest Fore-dweller warriors, you will need a way to negate their incredible speed.

Gain the "**Deep Secret**" status, if you **don't have** it yet.

New Tasks: Obtain the Burial Mask from Shimmering Flats and the Crawling Ring from Grubwood, if you **don't have** them yet.

Exploration ends.

6

Dropping on your knees, you open your mind to the creature. Its intrusion feels like your brain is being scrubbed with a brush, leaving a tar-like residue. Whether in gratitude or by accident, it leaves something behind.

If you **don't have** part 6 of the "**Strange Encounters**" status, gain 1 Wealth and 1 Magic for each part of the "**Burning Mysteries**" status. Then, gain part 6 of the "**Strange Encounters**" status.

Exploration ends

7

You lay your equipment bare for the creature to take what it pleases.

Shuffle your Items face-down (remember not to include any Secrets). Discard any number of them and gain 2 Magic for each discarded Item.

Exploration ends.

8

Finding slavers is not too hard. They dwell in the nearby forest, catching lone, vulnerable travelers and selling them as slaves. The leader of the brigands says: "Are you crazy?! The world is ending; the giant monster now looms over the land, and of all things you ask me about some stupid blacksmith? Anyway, he was no good. Some of our livestock escaped thanks to his poorly made chains!"

Morfran was making chains for slaves? That lying bastard!

Gain part 3 of the "**Gerraint's Successor**" status. Exploration ends.

9

The few brochs that did not collapse have broken open, releasing prisoners. You keep asking around for Kincaid's boy, but he was lost in the ensuing chaos. You fear it might be impossible to find him now.

Hint: sometimes your actions will make it impossible to complete certain quests, but there are always other paths to pursue!

Exploration ends.

Dream & Nightmare

In your dream, the creature from the broch draws you in, overwhelms you, devours you. Instead of being crushed and burned by stomach acid, you tumble into a twisting hellscape, losing all sense of direction. Tortured souls drift around you. As each nears, clamoring whispers fill your ears and images of forgotten knowledge flash before your eyes; secrets so terrible your mind burns as it rails against their onslaught.

Each Character who has this Dream loses 1, gains 2 and 1 Exp.

150 Valley of Guardians

You stand by the only known way into Tuathan. Far at the end of the canyon, impossible plateaus and constructs twist upon themselves. But to get there, you'll first have to walk through a bone-strewn valley where many adventurers and madmen have ended their lives.

Ever vigilant statues already seem to be watching you, piercing your soul, looking for any weakness.

Are you sure you want to proceed?

- **Enter the valley** – go to Verse 2.
- **Visit a coastal town** – go to Verse 4.
- **Leave** – Exploration ends.

1

Go to:

2

The valley opens before you; a gash on the face of reality, slowly exhaling its wyrdness-infused breath, flanked by two rows of foreboding statues. You walk first past bones of less fortunate travelers. You're almost past the first row of figures when a sudden, sharp pain in your chest pierces you like a knife. Your heart races. Your back shines with sweat.

If you **have** part 2 and **don't have** part 4 of the "**Cosuil**" status, go to:

Otherwise, roll a die. Add your and . If you **have** Secret card **3**, add +2. Now, check the result:

1-3 – *You run back in panic.* Each Party member gains 1 . Exploration ends.

4-5 – *A blinding pain almost splits your skull, yet you manage to press on.* Each Party member loses 1 . Go to Verse 6.

6+ – *You manage to get past the first row of statues. You lose count of how many more there are.* Go to Verse 6.

3

A ragged man grabs your arm. He pulls you into an alley where more filthy, desperate people surround you.

"There," he shouts, twisting your arm to reveal a red mark left by his grip. "The sign of the infected!"

The group closes around you.

Resolve the "**False Accusation**" blue Encounter (Difficulty 3). Exploration ends.

4

If you **have** part 9 of the "**Left Behind**" status, there is no one here. Exploration ends.

If you **have** part 1 (but not part 2) of the "**Helping Hand**" status, go to Verse 5.

If you are playing **Chapter 14**, go to Verse 12.

Otherwise, go to Verse 9.

5

A cloying scent hangs in the air. A merchant, burning a bag of herbs by his stall, explains that it combats the plague. Drawing nearer, he bids you take care and bolt your door, for the infected roam the town after dark, spreading their disease.

- **Leave** – Exploration ends.
- **Investigate** – roll a die and add your and . Then, check your results:

  1-3 – go to Verse 3.

  4-5 – go to Verse 7.

  6+ – go to Verse 1.

6

Every step makes the pain worse. The statues seem to lean over you, as if they wanted to mock your efforts. An old femur cracks under your foot.

Roll a die. Add your and . If you **have** Secret card **3**, add +2. Now, check the result:

1-4 – *You turn back and flee.* Each Party member gains 2 . Exploration ends.

5-6 – *You fall to your knees and crawl forward, clenching your teeth.* Each Party member loses 2 . Go to Verse 8.

7+ – *You manage to get past the next row of statues.* You lose count of how many more there are. Go to Verse 8.

7

You see nothing of the plague, just miserable, desperate people suffering in these dark times.

Exploration ends.

8

As you crawl through a red haze, a speck of white in the corner of your vision catches your attention. There is something on the side of the valley – a hole in the wyrdstone with several white arrows pointing right into it. Your vision clears for a moment, letting you read the letters "Safe Place" above the hole.

- o **Carry on** – go to Verse 10.
- o **Head into the hole:**

9

As you enter the town, people turn their backs on you or quickly hide inside their houses. You hear whispers that you are the next fool who has heard the call of the Valley. The next fool who will never go back. You ask a merchant about her wares, but she declines to sell you anything because that would be a waste. You can't find anyone willing to talk. As you leave, you are approached by a young boy who quickly tells you that they are not bad people. They're just sad because so many people get lost in the Valley. Just like his mother – the local shipwright who heard the call recently. He shows you a small countenance drawn on a piece of bark.

"If you do go into the Valley, and you happen to cross paths with her... just tell her I forgive her," he says in a tired voice.

Exploration ends.

10

The pain and sheer terror finally become unbearable. You fall to your knees, unable to make another move. It takes you awhile to notice there's a dead body, half-buried in orange dust, right next to you. Aubert. So, this is how far the Champions of Cuanacht went. You realize the valley is not a road into Tuathan. It is a death trap.

If you're playing **Niamh**, and **don't have** part 5 of the "**Final Lesson**" status, go to Verse 11.

If you **don't have** part 2 of the "**Fate of the Expedition**" status, each Party member gains 2 Exp; gain part 2 of this status.

Then, choose one:

- o **Crawl back and enter the hole:**

- o **Crawl right to the start of the valley** – each Party member loses 1, 1 and gains 1. Exploration ends.

11

Aubert. A man who accepted you despite knowing what you are. A true traveler who didn't shy away even from this deadliest trail. The fear and pain lessen, as you think about him. And about many people before him. Those were good people in a sea of superstitious, hateful bastards. There's far too little of them nowadays. Maybe it's time you become one?

Niamh gains 1 point of any Attribute. Gain part 5 of the "**Final Lesson**" status. Go to Verse 10.

12

If you **have** part 2 and **don't have** part 4 of the "**Helping Hand**" status, go to Verse 13. Otherwise, choose one:

- o **Take a walk through the town** – go to Verse 9.
- o **Promise the people better life and lead them to safety** – go to Verse 14.

13

Go to:

14

If you **have** Secret card **33**, you cannot lead more people – Exploration ends.

If you **have** part 9 of the "**Left Behind**" Status, there's no one left who would follow you – Exploration ends.

Otherwise, read on:

Most of the people from town look at their homes, shrugs and start packing.

Gain part 9 of the "**Left Behind**" status. Gain the "**Hopeful Settlers**" Secret card (**33**).

New Task: Guide these people to one of the safe locations in Avalon.

Hint: Don't take too long! Their trust in you will slowly erode.

Exploration ends.

Dream

Deep in the valley, a mouse snuggles into its nest of dried grass and moss, hidden in the great wall. Though the ground shakes as giants stomp past, the mouse sleeps undisturbed, surrounded by the warmth and safety of its hiding place.

Nightmare

Scores of soldiers march through the valley, clad in burnished plate and chain with their heads held high. Banners ripple above blocks of infantry trailing mounted knights with flamboyant heraldry. The warriors of this mighty force wear pride on their faces, eager for the certain glory before them.

Days pass and rain torments the valley. The soldiers, once so brave, limp back, supporting disheveled, wounded comrades. Their tattered banners no longer fly aloft but are used as bloody bandages. They are battered, broken, and few. So very few.

Each Character who has this Nightmare loses 1.

151
Longbarrow

A long cairn rises right in front of the gates of hell. It provides a resting place for hundreds of warriors, who perished here in the Age of Legends attempting to seal their conquest of Avalon by destroying the holy capital of their enemies. The Fore-dweller city never yielded, and the humans eventually gave up. Arthur ordered a watchtower built here atop the graves of his soldiers.

The tower served a dual purpose: its guardians were supposed to ensure Fore-dwellers never returned to the lands of men. And the tower itself stands as a sobering reminder that human holdings in Avalon are far from safe.

- **Pay your respects at the tombs** – go to Verse 1.
- **Ask about Tuathan** – *If there's something unusual going on, the commander of the watch will know.* Go to Verse 2.
- **Ask about the first expedition** (pay 2 Wealth) – *The guards are not social, but a round of drinks might remedy that.* Go to Verse 3.
- **Inquire about knight Agravain** – *You've heard he headed this way.* Go to Verse 4.
- **Deliver the pristine wyrdstone** (requires Secret card **14** on this Location) – go to Verse 7.
- **Follow the knights of the Round Table** (only available in **Chapter 15** and if you **don't have** part 1 of the "**Lost and Fallen**" status) – *A large party of knights just left the watchtower.* Go to Verse 8.

1

You pass stone tombs carved in the side of the hill. No expense was spared putting ancient heroes to rest. Rich reliefs depict scenes from the conquest of Avalon: first landings, years spent defending the First Farmhold, a disastrous campaign, Merlin's death, and finally, a breakthrough crowned by the assault on Tuathan itself, with Arthur and a mysterious Fore-dweller woman at his side.

Nothing about the defeat. Yet, you know human armies lost in the impossible spaces of the Fore-dweller capital, and that Arthur was presumed dead until he emerged from the valley almost a week after the last of his knights, broken and defeated.

If you **have** at least 2 , go to Verse 5. Otherwise, Exploration ends.

2

Your question casts gloom on the captain's face.

"For some weeks now, we've seen unusual things in Tuathan – figures atop the wall, strange sounds from the mouth of the valley, tremors. The bridge to the east collapsed just a fortnight ago. I never thought I'd say this, but we're afraid. Can you pass the word to someone in Kamelot?"

You nod quietly. You have no heart to say there will be no help coming, as the roads you've seen leading here are cut off by wyrdness.

Each Party member with 0 gains 1 . Exploration ends.

3

It seems all five members of the expedition made a short stop here and then headed into the valley, even though everyone tried to dissuade them. Later on, someone found four sets of tracks heading south in the direction of Timberwall.

Gain part 2 of the "**Fate of the Expedition**" status. Exploration ends.

4

If you **have** part 5 of "**Restoring the Order**" status or part 5 of the "**Fall of Chivalry**" status, Agravain is already gone, Exploration ends. Otherwise, read on:

Agravain rides down the border of the valley. When you catch up with him, the grim knight tells you he saw Fore-dweller tracks on this side of the vale. He plans to capture one of these creatures and interrogate it to learn what's happening in Tuathan.

- **Leave** – Exploration ends.
- **Tell Agravain that Lancelot and the Order need him** – go to Verse 6.
- **Agree to help Agravain** (this will end your day) – go to:

5

You're about to leave when one image captures your attention. Astonished, you touch a relief depicting Arthur with his council of knights. Behind the king, in the shadows, five smaller figures stand. You don't know why, but one feels familiar. You feel as if you look on your own, transformed image.

If you **don't have** part 8 of the "**Dreams and Prophecies**" status: each Party member gains 2 **Exp**. Then, gain part 8 of the "**Dreams and Prophecies**" status, and part 3 of the "**Burning Mystery**" status.

Exploration ends.

6

Agravain won't budge. Like a true questing knight, he plans to fulfill his mission or die.

Go back to Verse 4 and make another choice.

7

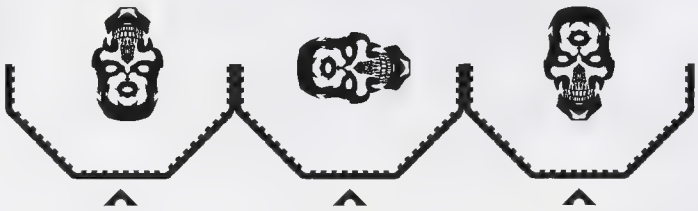
Orrin directs you to bring the stone to his study, locks the door, and gets to work, chiseling the stone with surprising strength. Thanks to your help, soon, a rough outline of a hooded figure emerges. As you work, he educates you about menhirs.

"There's much of which you were not aware. For one, the menhirs are older than our presence in Avalon. They existed here since times Fore-dwellers themselves barely remember, though they had a different purpose back then. You wouldn't comprehend without years of studying the dark arts, so let's say the war between humanity and the Fore-dwellers is more than just a military conflict. It is a war of worlds unable to coexist. To them, our world is one of the vilest places imaginable, though at the same time they are fascinated by it. The Fore-dwellers experimented with our reality, just like our necromancers and witches experiment with other planes of existence. Merlin used this to his advantage..."

When everything is ready, Orrin turns back to you. For the first time, you see fear on his wrinkled face.

"There's just one thing left a final price to pay. One life will imbue this stone with living essence and keep the door between realms ajar."

- **Offer your own life** – go to:

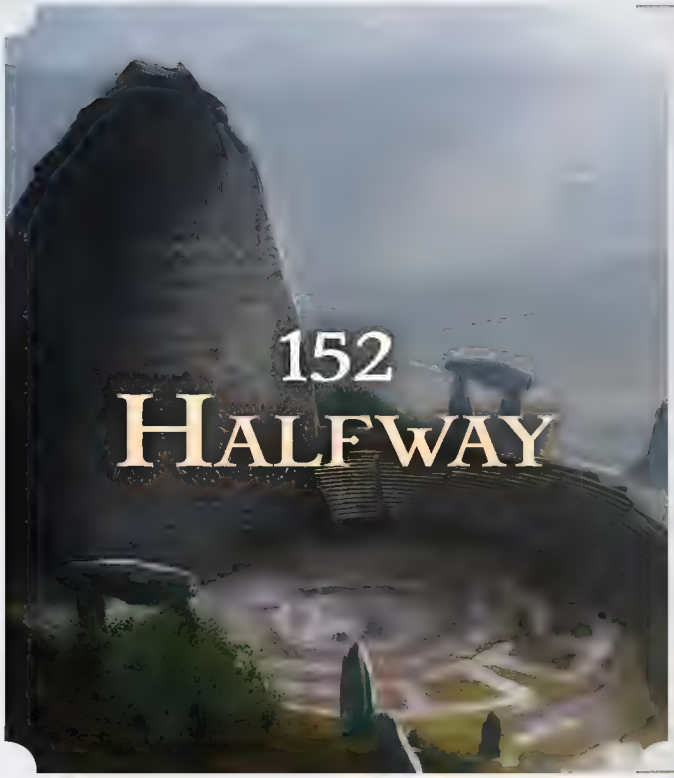


- **Let him proceed** – go to:

8

You're almost late - the watchtower sentries confirm the knights were here, but they have ridden for the mouth of the Valley just before your arrival. You follow their trail. It's not hard to spot them: a speck of shining steel and resplendent banners before the titanic vale leading into the Fore-dweller capital.

Go to:



152 Halfway

If you **don't have** the "**Traveler**" part **2** status, gain "**Traveler**" part **2** status.

Four major roads meet on a mist-covered plateau, and in the place of their convergence stands a small group of stone huts. For centuries, merchants and feuding families met here to perform trades and settle their differences the stone benches by the gathering place are worn by centuries of use. Above all, an ancient Grudgestone looms in the mists, its face scarred by runes telling stories of old grievances, feuds, legal settlements, and important trades.

- **Check the Grudgestone for clues on how to end the civil war** (requires any part of the "**War for Avalon**" status) – go to Verse 4.
- **Take a stroll between the stone huts** – go to Verse 1.
- **Wait at the crossroads, looking for a chance to barter** (pay 1) – go to Verse 5.
- **Join a Caravan** (requires all Characters and only if you **don't have** "**Winds of Wyrdness**" status) – *Groups of merchants and travelers band together to traverse dangerous expanses between a handful of Avalon's larger settlements.* Go to Verse 12.

1

You wander in the shadows of crude buildings, passing busy merchants accompanied by their porters, as well as dozens of malnourished people, most likely refugees from lands engulfed by wyrdness. Some want you to go with them, some ask you for food or money. Most ignore you or stare at you blankly.

You can share your food or money with the refugees – pay 1 Wealth or 1 Food to gain 1 Rep (any number of times).

Then, choose one:

- **Visit one of the residential buildings** – go to Verse 6.
- **Visit one of the mercantile buildings** – go to Verse 3.
- **Retreat from the narrow streets** – Exploration ends.

2

As you finish your business, another man approaches. He looks like a simple farmer, but his expression is a precarious mixture of wrath and hopelessness.

"You must help me!" he almost shouts. "I don't have any money, but please. I came from far away. You must..."

You're not sure what to think of this man. He looks like he could use your help. But do you have time to listen to his story or help him?

Gain part 8 of the "**Strange Encounters**" status. Then, choose:

- **Ignore him and go your way** – Exploration ends.
- **Listen to his story, however long it may be** (pay 1) – go to Verse 11.

3

You enter a large, stone hall full of merchants – they haggle eagerly, measuring bales of colorful fabric and weighing precious ores. Some would surely appreciate a hired help.

- **Earn some money** (pay 1) – gain 1 Wealth. Exploration ends.
- **Leave** – Exploration ends.

4

You approach the Grudgestone and immerse yourself in Avalon's history. You seek information about profitable agreements between Farshire, Crow's Nest, and Timberwall. Unfortunately, these are few and far between. In their place, you see dozens of grudges between three cities cattle raids, land fraud, breaking deals, kidnappings. These inscriptions won't help you stop this ruinous conflict. They may only further fan the flames of war.

Each Party member gains 1. If you're playing **Niamh** go to:

If you have 2 or more , go to Verse 7.

Otherwise, Exploration ends.

5

Roll a die, adding 1 point for every two points of your :

1 – Resolve a blue Encounter. Then, Exploration ends.

2-3 – *A lone figure approaches* – go to Verse 10.

4-5 – *You see a wandering trader hunched under a heavy backpack* – go to Verse 9.

6+ – *A strange, gnarled woman sits in the shade of the Grudgestone. She wants you to come closer. Will you?* – go to Verse 8.

6

You enter a low, dirty building...

If there's no Time Token on this Location, resolve a blue Encounter. Then, place a Time Token on this Location and read on:

If you **don't have** part 8 of the "**Strange Encounters**" status, go to Verse 2. Otherwise, Exploration ends.

7

Your search wasn't fruitful, but one of the inscriptions catches your attention. You read it again and find an interesting entry about Aelisa, a well-known merchant from Timberwall. It's not that old, and it is hidden behind one of the wooden supports. Aelisa hired a mercenary of bad reputation to murder one of her trading partners. You also find another inscription that confirms your assumption the mercenary complained she didn't pay his due reward. This is a prime blackmail material!

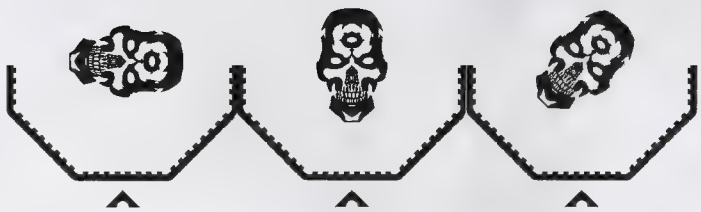
If you **don't have** part 3 of the "**Pillager**" status, gain the "**Sensitive Information**" Secret card (**9**). Gain part 3 of the "**Pillager**" status.

Exploration ends.

8

The woman looks like part of the scenery old, gray, and sad. But despite her appearance, she quickly gets up and encourages you to check many of her shiny trinkets, herbal remedies, and stuffed animals.

- **Sell** Food – gain 1 Wealth for each. Then, make another choice.
- **Buy some herbal remedies** – pay 1 Wealth to gain 2 . Then, make another choice.
- **Buy mystical trinkets** – pay 1 Wealth to gain 1 Magic. Then, make another choice.
- **Leave** - Exploration ends.
- (Requires Secret card **66**) – *The keen eyes of the woman spot signs of your disease. She has something that will help you. And it's not even that expensive!* If you want to buy the remedy for the Red Death, pay 5 Wealth and go to:



9

The short merchant greets you and shows you his wares. You spend some time browsing them, finding some interesting items. The man also sells jerky and hardtack, perfect food for a journey. He can also buy some of your items to sell them later for a better price, of course.

- **Sell any number of Items** – you gain 1 Wealth for each. Then, make another choice.
- **Buy a random Craftable Item** – pay 2 Wealth. Gain 1 Craftable Item. Then, choose again – you may not pick this option anymore during this Exploration.
- **Buy a random non-Craftable Item** – pay 3 Wealth. Gain 1 non-Craftable Item. Then, choose again – you may not pick this option anymore during this Exploration.
- **Buy provisions** – pay 1 Wealth to gain 1 Food. Then, make another choice
- **Leave** – Exploration ends.

10

Roll a die. You can add your to the result.

The result was:

1-2 – *A young girl greets you and begs for something to eat. Her clothes are torn, her face scarred. Another tragedy in the falling Avalon.*

Pay 1 Food or each Party member gains 1 . Exploration ends.

3-4 – *A seasoned traveler has stories from all over Avalon. He tells you that one of the towers known as the Horns of South is now haunted and one of the Horns' keepers wanted him to investigate it.*

Exploration ends.

5-6 – *A smiling woman comes from under the Grudgestone. She tells you this place is the cornerstone of Avalon. Whenever she has any problem or doubt about the law, she comes here and can always solve whatever troubles her.*

Each Party member loses 1 . Exploration ends.

7+ – Go to:

11

"Oh, thank you, thank you!" The man squeezes your hand. "I came here from Bundorca to settle an argument about the inheritance of my family land. You must know how terrifying travel is nowadays! But the worst part is, the inscriptions on the Grudgestone have changed, as if someone got here before me and replaced the runes. You won't find any of my ancestors on the stone, just some strange names I've never heard."

You slowly walk toward the skyscraping Grudgestone. The man leads you onto the scaffolding. When you are around five feet above the ground, he shows you an old inscription.

"See? There are some Dagans and Weylins, but you won't find any Eoghanns here. I tried to catch the culprit, but I couldn't. People tell me it is impossible to rewrite this stone. And these runes... they look so old. Was my family living on stolen land the entire time? Or am I losing my mind?"

The man breaks into tears.

- o **You don't have time for this. Leave him alone with his problems** – Exploration ends.
- o **Help the man** – all Party members Pass for the rest of the day. Go to:

12

Finding the right group is easy enough. Convincing them to accept you is another matter entirely, as they avoid suspicious strangers and favor people who already traveled with them.

Choose one:

- o **Journey to Farshire** (Pay 3 Rep per Character and only if you **have** the **"Traveler"** part 1 status and you **don't have** the **"Lost and Fallen"** part 3 status) – Go to:

- o **Journey to Kamelot** (Pay 3 Rep per Character and only if you **have "Traveler"** part 3 status) – Go to:

- o **Stay in Halfway** – Exploration ends.

Menhir

Requires all Characters, the **Menhir Rites** Secret card and that you **don't have "Winds of Wyrdness"** status.

Pay 3, 3 Wealth, and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **6** (1-2 Characters), **5** (3 Characters), or **4** (4 Characters).

If there aren't enough models left, take one from another Location of your choice.

153 Fernsea

As far as your eyes can see, the ground is covered with waist-high ferns. There are no tracks or roads. Verdant plants grow too quickly, swallowing every inch of open land.

There are precious few reasons to wander into the Fernsea. Over the years, some enterprising merchants and travelers tried to use it as a shortcut on a long and dangerous trek between Kamelot and the Crow's Nest. Most of them learned the hard way how dangerous this land was, with its ravines and deep holes obscured by a thick carpet of green leaves.

- **Try to cross the Fernsea** – *Is that a tower in the distance?* Go to Verse 2.
- **Slide down the nearest ravine** (requires at least 1) – go to Verse 5.
- **Slide down one of the openings in the middle of the Fernsea** (requires at least 1 part of the "**Underfern**" status) – go to Verse 23 or Verse 10 (your choice).
- **Leave** – Exploration ends.

1

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 1 and loses 1 ; then, go to Verse 16. If the Air Dial is not at 0, read on:

You are in a cramped space with roots hanging from the ceiling – you see a narrow opening there, but you cannot reach it.

- **Go up a slight slope, towards a wet corridor** – go to Verse 15.
- **Choose the tight passage full of dead insects** – go to Verse 9.

2

Roll a die and add +2 for each point of your (when in a Party, use the highest Attribute level):

1-3 – *You fall into one of the holes and bruise yourself badly.* Each Party member loses 2 , Exploration ends.

4-5 – *You slide down a narrow gulley, and darkness swallows you.* Each Party member loses 1 . Go to Verse 10

6-7 – *You fall into a fern-covered hole.* Each Party member loses 1 . Go to Verse 23.

8+ – *You've crossed the Fernsea!* Go to:

3

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 3 and loses 2 . Go to Verse 16. If the Air Dial is not at 0, read on:

If you **don't have** part 2 of the "**Underfern**" status, go to:

Otherwise:

You descend, slipping and struggling. Unfortunately, the corridor ends here. You must go back up the slippery slope – go to Verse 14.

5

You stand at the entrance of a complex of underground corridors. A choking, musty smell indicates the air might not be suitable to breathe.

This complex of caves, known as the Underfern, is notoriously dangerous and difficult to navigate. If you don't have a good reason to be here, you should probably leave.

If you **haven't** prepared an Air Dial yet, place a Dial near your Character board and set it to "**6**". It represents your limited supply of air. If you already have an Air Dial, reset it to "**6**".

- **Leave the caves** – Exploration ends.
- **Go into a wet tunnel** – go to Verse 15.
- **Crawl downwards through a pit** – go to Verse 1.

6

Reduce the Air Dial by 2. If it reaches 0, each Party member gains 3 and loses 1 Go to Verse 16. If the Air Dial is not at 0, read on:

You move carefully. The ground is full of treacherous holes and hazards. Your torch casts flickering shadows on moldy walls.

- **Go toward a brighter cave** – go to Verse 10.
- **Choose a dusty tunnel** – go to Verse 19.

7

You rummage through piles of carcasses exhausting, gruesome work. Only one item catches your attention a tattered charm grasped by two corpses as if trying to protect themselves with it. You release the amulet from their grip. Their bones break like dried twigs.

Gain the "**Tarnished Talisman**" Secret card (**21**) and part 3 of the "**Dreams and Prophecies**" status. Each Party member gains 2 and 1 Exp.

If no Party members has the "**Shining Talisman**" Secret card (**22**), go back to Verse 17.

If any Party member has the "**Shining Talisman**" Secret card (**22**), go to:

8

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 1, and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

Yellowish, stinking moss covers almost every surface.

- **Gather healing herbs among the moss** (Requires **Ailei**, pay 5) – gain the "**Wayfarer Leaves**" Item (if the Item is not available, gain 1 Food instead). Then, make another choice.
- **Go downward into a damp corridor** – go to Verse 15.
- **Delve deeper into a moss-covered tunnel** – go to Verse 23.

9

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 1 and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

A carpet of beetle carapaces crunches beneath your feet.

- **Go through a wet corridor** – go to Verse 15.
- **Head toward a cramped space with roots hanging from the walls and ceiling** – go to Verse 1.
- **Choose an upward slope where a cold draft comes from** – go to Verse 18.
- **Approach strange noises you hear in one of the downward tunnels** – go to Verse 12.

10

If you **haven't** prepared an Air Dial yet, place the Dial near your Character board and set it to "**6**." It represents your limited supply of air.

You can see a dim light high above, through a hole in the ceiling. You feel a faint breeze.

- **Climb up** (pay 1 per Party member) – Exploration ends.
- **Head toward the chilly corridor** – go to Verse 18.
- **Choose the rugged tunnel** – go to Verse 6.
- **Wedge into the reeking fissure and see where you emerge** – go to Verse 21.

11

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 2 and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

Dry moss and withered fungi rustle loudly. Sharp twigs scratch your calves.

- **Eat some mind-expanding mushrooms** (requires **Maggot**, pay 1) – each Party member loses 2. Then make another choice.
- **Delve into a curtain of lush, green moss** – go to Verse 23.
- **Go where the moss thins out, replaced with a limestone bedrock** – go to Verse 14.

12

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 2 and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

A strange humanoid being with two tails protruding from its puffy pants turns toward you. A mask obscures its face. "Riddles?" it says hopefully.

- **Delve into the corridor full of dried bugs** – go to Verse 9.
- **Go toward the sound of wind** – go to Verse 20.
- **Approach the man** – (decrease the air Dial by 1 (only if it shows **2** or more) – resolve a special "**Riddler**" blue Encounter on the side of this page. After the Encounter, make another choice.

13

If you **don't have** part 3 of the "**Underfern**" status, go to:

Otherwise:

You feel the roar of the ocean and rumbling of the waves behind the wall. It's unsettling. Go to Verse 24.

14

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 3 and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

Your footsteps echo through the limestone corridor.

- **Head toward the dried plants** – go to Verse 11.
- **Go down the steep corridor full of slippery mud** – go to Verse 3.
- **Choose the tunnel paved with sharp, loose stones** – go to Verse 22.

15

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 1. Go to Verse 16. If the Air Dial is not at 0, read on:

Roll a die and add your . If the result is lower than 5, you slip on the wet stones and hit a rock with your head – each Party member loses 1. Read on:

You stand at an underground crossroads. Water trickles down the walls.

- **Go toward the fresh air.** *You are sure this is the exit* – go to Verse 5.
- **Choose a corridor paved with dead insects** – go to Verse 9.
- **Squeeze through a pitch-black crevice, full of roots hanging from the ceiling** – go to Verse 1.
- **Go upwards to the space overgrown with moss** – go to Verse 8.

16

You slowly suffocate. Your head and chest swell. You panic and run blindly, unsure of your direction. In the end, you crawl out of the complex and collapse between lush green ferns, happy to be alive, taking in great lungfuls of fresh air.

Exploration ends.

17

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 4 and loses 2. Go to Verse 16. If the Air Dial is not at 0, read on:

The small grotto brims with the corpses of animals and humans. The odor is barely endurable. You must leave this place as fast as possible!

- **Loot the corpses** (only if you **don't have** part 3 of the "**Dreams and Prophecies**" status) – go to Verse 7.
- **Delve into a tunnel full of stalactites** – go to Verse 24.
- **Go toward a cloud of choking dust** – go to Verse 19.

18

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 2 and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

Resolve a random purple Encounter. If you lose or all Party members Escape, each Party member gains 2 and loses 1; go to Verse 16. Otherwise, read on:

The air is frigid.

- **Go down to the corridor filled with dried beetles** – go to Verse 9.
- **Ignore your nose and head toward the source of incredible stench** – go to Verse 21.
- **Choose the tunnel overgrown with moss and fungi** – go to Verse 23.
- **You are sure you feel fresh air from one of the passages** – go to Verse 10.

19

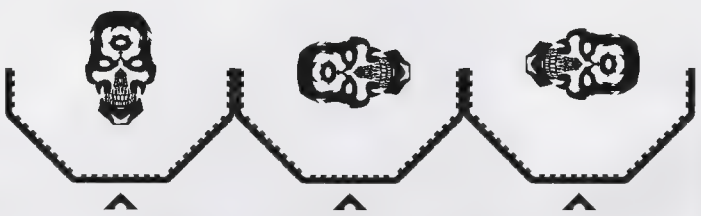
Reduce the Air Dial by 1. If it reaches 0, each Party member gains 3 and loses 2. Go to Verse 16. If the Air Dial is not at 0, read on:

Each step raises a cloud of dust, irritating your throat. Your torch flickers.

- **Go down the steep slide** – go to Verse 24.
- **Take a passage made of limestone** – go to Verse 22.
- **One of the corridors reeks of death** – go to Verse 17.
- **Choose a rugged tunnel** – go to Verse 6.

20

If you **don't have** part 1 of the "**Underfern**" status, go to:



Otherwise:

You zigzag between stalactites. Fresh air comes from crevices in the walls and ceiling. After a while, you discover you can only go back – go to Verse 12.

21

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 2 and loses 1. Go to Verse 16. If the Air Dial is not at 0, read on:

The passage ends with several ugly statues made of something that looks (and smells) like feces. You must turn back.

Your knowledge about the world widens – if you **don't have** part 4 of the "**Underfern**" status, each Party member gains 2 Exp. Gain part 4 of the "**Underfern**" status.

Go to Verse 18.

22

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 3 and loses 2. Go to Verse 16. If the Air Dial is not at 0, read on:

Roll a die and add your . If the result is fewer than 5, you trip on the treacherous rocks – each Party member loses 1 .

- **Choose a passage made of solid stone** – go to Verse 14.
- **Take a corridor with dry dirt on the ground** – go to Verse 19.

23

You force your way through the garlands of moss.

If you **haven't** prepared an Air Dial yet, place a Dial near your character board and set it to "**6**". It represents your limited supply of air.

- **You feel an unpleasant chill from one of the corridors and decide to investigate** – go to Verse 18.
- **Choose the first of the corridors overgrown with moss** – go to Verse 11.
- **Choose the second of the corridors overgrown with moss** – go to Verse 8.

24

Reduce the Air Dial by 1. If it reaches 0, each Party member gains 4 and loses 2. Go to Verse 16. If the Air Dial is not at 0, read on:

You squeeze between finely engraved and painted pillars. The art depicts ancient scenes of people killing Fore-dwellers and fighting off the wyrdness. It reminds you of your mission. It brings you hope.

Each Party member loses 2, then:

- **Go down toward the growling sounds** – go to Verse 25.
- **Go up toward the terrible smelling grotto** – go to Verse 17.

25

If you're playing **Chapters 5-15**, go to Verse 13.

Otherwise, reduce the Air Dial by 1. If it reaches 0, each Party member gains 5 and loses 3. Go to Verse 16. If the Air Dial is not at 0, read on:

This deep cavern looks older than Tuathan itself. Great reliefs on its walls, depicting Fore-dweller rituals and gatherings, are visible in daylight seeping through holes in the ceiling. It's empty, but you have a feeling this is not the last time you will see this place.

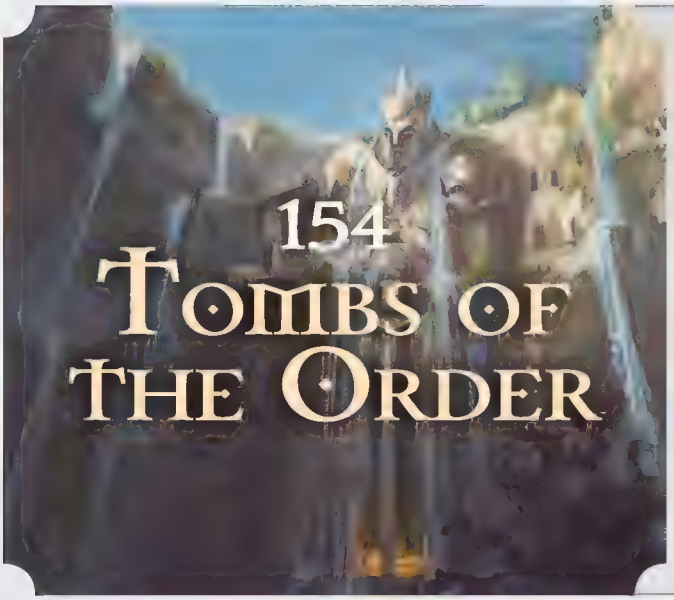
Go back to Verse 24.

Dream & Nightmare

You are under the canopy of fern leaves. They must be huge! Then, you realize they only appear so large because you're beneath them, far below the ground. You ignore the cold coming from one side and the stench coming from the other, and go into the dark.

You escape the choking cloud of dust by sliding down the strange tongue. There is a battle around you ancient heroes fighting Fore-dwellers, pushing them back into the ocean. One of the beasts holds a shiny vessel. You follow them, toward the vast, rumbling waters. The highest prize waits at the end.

Hint: The Fernsea underground hides many secrets. Maybe this dream can lead you the right way?



154 Tombs of the Order

Your head spins as you look down an imposing well, some two hundred feet across and one hundred deep, cut into the raw stone. Stairs spiral downwards along its walls, leading to the affluent tombs of famous knights. At the bottom, flanked by curtains of waterfalls, stands a towering statue of the One and True King, guarding his final resting place.

You feel a shiver crawling down your neck.

At the southern edge of the well, where the ceremonial road starts, pale-white tents stand under the banner of the Round Table.

- **Approach the camp** (only if you **don't have** part 3 of the "**Fall of Chivalry**" or part 3 of "**Restoring the Order**" status) – go to Verse 3.
- **Climb down the ceremonial road** – go to Verse 4.
- **Leave** – Exploration ends.

1

Roll a die:

1 – *Old bones. Shattered pottery. Nothing of value.* Exploration ends.

2 – *The old vaulted ceiling of the tomb collapses as soon as you enter.* Party member with the lowest loses 3 , reduced by each point of their . Exploration ends.

3 – *A shattered sword lies in the dust, its handle gleaming with gems.* Gain 1 Wealth. Exploration ends.

4 – *Stone reliefs tell stories of chivalrous deeds.* Lose 1 . Exploration ends.

5 – *You are surprised by a wandering knight who visited the tomb to pay respect to his fallen comrade. Without a word, he draws his sword.* Resolve the "**Knight Errant**" gray Encounter (Difficulty 3). Exploration ends.

6 – *The grave of a loved and respected knight, filled with many burial gifts.* If you **don't have** part 3 of the "**Hidden Treasures**" status, draw 2 non-companion Items. Then, gain part 3 of the "**Hidden Treasures**" status. Exploration ends.

2

Bedivere looks away. Palamedes buries his head in his arms. They won't speak, regardless of how hard you press them.

New Task: Find a way to convince the two knights to talk.

Go back to Verse 3 and make another choice.

3

You walk past three soldiers who make no effort to stop you. Two knights sit in a large tent and play dice. Their hands tremble, and they have shifty eyes. You recognize them as Bedivere and Palamedes. The dark-skinned Palamedes stands up and asks what do you want.

- **Ask them what happened** – go to Verse 2.
- **Search for signs of Neante and the Grail** (only available in **Chapter 4A**, requires at least 2) – go to Verse 12.
- **Deliver Excalibur's scabbard** (requires Secret card **95**) – go to Verse 9.
- **Confront them with disturbing information you've discovered** (requires part 2 of the "**Disturbing Information**" status) – go to Verse 5.
- **Leave** – Exploration ends.

4

As you slowly walk down the ceremonial ramp spiraling downward along the wall, tombs of the knights flank you on both sides; some six hundred years old, some more recent. There are protective runes on all of the doors, but they seem easy enough to break with basic magic.

- **Gain access to one of the tombs** (pay 1 Magic, lose 1 Rep) – go to Verse 1.
- **Go to the bottom of the ramp** – go to Verse 7.

5

Palamedes looks nervously at Bedivere, then back at you. You feel he's almost ready to talk; he needs one final push.

- **Appeal to his sense of duty** (requires 8 Rep) – go to Verse 8.
- **Prove he can trust you** (requires at least 3 parts of the "**Restoring the Order**" status) – go to Verse 8.
- **Appeal to his sense of honor** (requires at least 2 and at least 2)– go to Verse 8.
- **Leave for now**– Exploration ends.

6

The door looks like something broke though them from the INSIDE. Scattered remains of the barricade indicate people outside tried to stop this thing.

Gain 1 . Go to Verse 10 and make another choice.

7

You stand at the feet of Arthur's statue. Its grandeur takes your breath away – higher than any human-made structure, with curtains of waterfalls flanking the stone king on both sides. Feeling the crushing Arthur's gaze on your shoulders, you slowly approach the majestic door of his tomb.

If you **don't have** part 2 of the "**Dreams and Prophecies**" status, each Party member loses 1 for each point of their ; then, gain part 2 of the "**Dreams and Prophecies**" status.

Go to Verse 10.

8

The knights reveal they attempted to use the Grail to raise Arthur, as the Round Table used to do in difficult times. But after so many returns, there was little left of the king. The ritual failed spectacularly, and Neante ran away with the Grail.

9

Instead of being grateful, the knights seem angry when you present the scabbard. Bedivere curses the gods that the artefact didn't reach them earlier, but Palamedes silences him. Still, they pay for the effort.

You thought that after obtaining the artefact they would break camp, but for some reason, they do not seem to be going back to Kamelot. Maybe if you learned more about the situation here, you could discover why.

Lose Secret card **95**, each Party member gains 2 Exp. Gain 4 Wealth. Exploration ends.

10

In all this splendor there's one detail that seems off. The door of the tomb stands slightly ajar. You feel your curiosity piquing, but you know that entering Arthur's mausoleum is a heresy.

If you **have** the Secret card **78** and you're playing **Chapter 14-15**, go to Verse 11.

Otherwise, choose one:

- **Investigate the door** – go to Verse 6.
- **Walk into the tomb** (each Party member with at least 2 gains 1) – go to:

- **Leave** – Exploration ends.

11

The tomb is still empty. A part of you expected Arthur would return here to continue his rest, but that clearly wasn't the case.

Exploration ends.

12

Kamelot's warriors avoid your questions, but you notice a white woman's garb hanging from the side of a cart outside one of the tents. There are no women in this small camp. If Neante was here, she had to depart in such haste, she left her personal belongings.

Go back to Verse 3 and make another choice.

Dream

Torches flicker within the tomb as a somber procession of knights takes its place around a sarcophagus. They chant a haunting song dating back to the Homelands. The one who leads this ritual raises a golden cup above their head. Upon completion, light glimmers around the sarcophagus and the knights file out in silence, but as the last leaves, another procession of knights enters. It repeats, over and over. Twelve times twelve different faces flash past you, and their chants leave a lasting effect on your body, still perceptible after you wake up.

Each Character who has this Dream gains 1 .

Nightmare

You float in a tranquil void, filled with well-earned peace only death could offer. All too soon, a familiar call enters your mind. Though you ignore it, it grows insistent, then becomes a lancing pain. Your body convulses as the pain sears down your limbs and memories of the waking world crush you like an avalanche. Then you remember – this is not the first time. Death is not an end of duty, not for you. Not ever.

You wake with the memory of the pain throbbing through your body.

Each Character who has this Nightmare loses 2 and gains 1 .

155 Forest of Whispers

There are few people who have ever seen the north-eastern part of the island. Those who went deep enough into its mist-covered forests wandered for days, sometimes seeing strange figures between the trees or hearing a faint echo of music. Some even claim to have seen a castle of white stone, looming in the mist, surrounded by an overgrown moat.

You wander into the forest, not knowing where you'll end up:

If there are no other Characters in play, you may go to Verse 1.

If you **have** at least 3 or , you may go to Verse 3.

If you **have** at least 3 or , you may go to Verse 5.

If you **have** at least 3 or , you may go to Verse 7.

If you **have** at least two parts of the "**Secrets of the Forest**" status, you may go to Verse 2.

If you **have** three parts of "**Secrets of the Forest**" status, you may go to Verse 12.

Otherwise, go to Verse 13.

1

They say lonely souls fall prey to the call of the forest more often than others. You were no different. Hours passed by unnoticed as you wandered through the mists, crawled over slippery logs, crossed ice-cold streams. Without friends or family waiting for you in the outside world, thoughts of never returning are hard to shake. When you eventually reach the edge of the forest, you're almost disappointed.

Lose 1. If you **don't have** part 4 of the "**Secrets of the Forest**" status, gain 2 Exp. Then, gain part 4 of the "**Secrets of the Forest**" status. Exploration ends.

2

The forest feels like an old friend now. Yet, it still reveals something every time you enter. This time you find a fresh set of tracks in the spongy moss. There is only one person they could belong to – the priestess of Cunanacht, Neante.

You follow the tracks and find a shack, nearly indistinguishable from the thick forest. If not for a white robe, drying in the sun on a branch, you would have missed it. The dwelling is small and basic, yet the serenity of this place almost makes you envious.

If you **have** the "**Winds of Wyrdness**" status, Neante is no longer here. Exploration ends. Otherwise, read on:

Neante emerges in her undergarments. She left Cuanacht barely two months ago, yet looks much older than you remember. After a moment of surprise, she greets you warmly.

If you're playing **Ailei** and **don't have** part 1 of the "**Final Lesson**" status, go to Verse 8.

If you **have** Secret card **7**, go to Verse 9.

Otherwise, choose one:

- **Ask her about the Grail** (only available in **Chapter 4A**; this might conclude your current Chapter) – go to Verse 10.
- **Ask her about what happened in the tomb** (only if you **have** part 2 of the "**Disturbing Information**" status) – go to Verse 6.
- **Ask her what she's doing here** – go to Verse 4.
- **Leave** – Exploration ends.

3

You cross over a torrential stream on a slippery, fallen tree. On the other side, the forest bedding is lush-green. You wander through gulches and beneath dark, ancient trees. Finally, you end up back at the edge of the forest. Even though the trek was tiring, it was worth it – you've seen many places full of young plants. The last spring was so long ago, yet a part of it remained in this remote corner of the land.

Each Party member loses 1. Gain part 1 of the "**Secrets of the Forest**" status. Exploration ends.

4

"I want to retreat from this world. I've seen enough. I heard that in these forests, one could find a path to another place. I feel it. It's somewhere near. Maybe you should go there too? Or maybe it's not your time. Not yet, at least."

Neante goes silent, lost in her thoughts.

Exploration ends.

5

You emerge from the thick grove at the foot of a sunlit grassy hill. On the slope, you see white curved lines connecting into the silhouette of a galloping horse. You hike to the top of the hill, discovering the horse was made from soft, white chalk. You lie down and bathe in sunlight before returning back to the forest reinvigorated.

Each Party member gains 1. You may pay 1 to gain the "**Ritual Chalk**" Item (if available). Gain part 2 of the "**Secrets of the Forest**" status. Exploration ends.

6

Neante's expression becomes strange – a mix of anger and fear. Then, she speaks with a bleak voice: "The knights... They've made a horrible mistake. They used the true Grail, the sacred relic to do something atrocious. Something that should never be done."

You try to question her but she refuses to tell you more and quickly changes topic.

Each Party member gains 1 . Go back to Verse 2 and make another choice.

7

The walk under the formidable trees fills you with awe. You spot a serene glade and decide to rest there. You reach a calm state of meditation. When you wake, you somehow feel younger.

Each Party member gains 1 . Gain part 3 of the "**Secrets of the Forest**" status. Exploration ends.

8

Neante takes your hand and leads you deeper into the forest. You sit together on a fallen tree, and she starts her story. She entrusts you with the final secrets of the Allmother and rituals you have never seen nor heard. But what is even more precious to you is her praise for your courage to get here on your own, through wyrdness. She's proud of her student, and she has nothing more to teach you.

Ailei gains 1 or 1 . Gain part 1 of the "**Final Lesson**" status. Exploration ends.

9

You find Neante in her shack, in the eerily calm depths of the forest. You tell her about your quest as soon as she hears you're heading for Tuathan, her face grows pale.

"Oh, child. This place almost destroyed us. Beyond the wall, there are no rules. Everything is in flux. One moment our lamp gave light next moment it sprouted water. Once, our rations turned to stone. Instead of air, we needed to breathe pure magic. Our bodies and minds twisted and contorted until we barely resembled our former selves. Do not go there!"

She tries to dissuade you, but you stand firm. Finally, she gives in and says:

"If you insist... Whatever you do, do not enter through the Valley of Guardians. That's how we lost Aubert. We eventually found a way hidden in the uppermost building of Timberwall, the King's Hall. But this approach could be carefully guarded now. There are rumors of another way, once used by a sorcerer Orrin, but you must ask him for details. And remember: if you decide to cross the wall, bring plenty of provisions. You never know what you'll experience there."

Neante gives you her final blessing, and you prepare to depart.

Gain parts 2, 3, and 4 of the "**Fate of the Expedition**" status.

If you're playing **Ailei** and **don't have** part 1 of the "**Final Lesson**" status, go to Verse 8. Otherwise, Exploration ends.

10

Neante sighs and rests heavily on the log.

"I don't have it. Please understand, after what I've seen in the tombs, I couldn't bear to hold it."

A long while passes before she speaks again, in a much quieter tone.

"I threw it away. I went to the edge of the cliff and threw it down, into the Sea of Ferns, as far as I could."

CONGRATULATIONS! You've completed your current Quest and **Chapter 4A**. Each Character gains 2 Exp. One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

11

The castle slowly draws closer. Wading through the fragrant air and mists painted gold by the sun feels like stepping into a dream.

Attach Location **162** to the **right side** of this Location card and place all Party members' models there.

Hint: Corbenic is not connected to the rest of Avalon with any physical path. Getting out of there with a standard Travel Action is impossible!

If you **don't have** the "**Morrigan's Head**" Secret card (**16**), Exploration ends. Otherwise, read on:

Only after a while you realize one of your sacks suddenly grew lighter. You check the place where the head of the dark goddess should be and find it open and empty. She must have escaped while you were dreamwalking through this golden realm.

Remove Secret card **16** from the game. Exploration ends.

12

A bright speck catches your eye between the trees. A few more steps, and now you're certain: a small castle of white stone looms in the distance. You're dumbfounded. No maps show a castle in this forest, and you've never heard of it. You walk on to investigate.

If you have the "**Winds of Wyrdness**" status and there is an **Active Menhir** in this Location set to at least **2**, go to Verse 11. Otherwise, read on:

With every step, the walls seem more distant. Soon, they're gone. Did you fail to reach Corbenic or did Corbenic reject you? Hard to tell.

Exploration ends.

13

You spend some time wandering through the serene forest yet find nothing.

Hint: The Forest of Whispers reveals its secrets only to legendary heroes – you might need to return here later!

Gain 1 Magic if you **have** fewer than 3 Magic. Exploration ends.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card.

Pay 2 , 3 Food, and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).

156 RIVERFALL

You stand on the cliff, admiring the ocean view. Sand and dry weeds rustle under your feet as you lean out to see three large faces carved in the cliff-side. Water surges out from two of the cavernous mouths, falling into the sea with a thunderous roar. A small waterfall pours out from the central mouth, much weaker than the other two.

You draw back and look around. There's a small, ruined tollhouse not too far from you. The gloomy Fore-dweller wall occupies the whole northern horizon. To the west, there is only boiling wyrdness.

- **Check the ruined house** – go to Verse 2.
- **Try to find a way down to the faces** (only available in **Chapter 6** and **7**, requires all Characters) – go to Verse 7.
- **Just catch your breath** – Exploration ends.

1

After a dangerous descent, you reach the forehead of the vast relief. You carefully climb down and check every crack in the stone face in search of hidden treasures or secrets. They are all shallow, but the mouth turns out to be a tunnel, leading inside. The water is swift, but if you're careful, you should be able to explore without harm...

- **Go back up the cliff** – *You are not prepared to explore this cave.* Exploration ends.
- **Explore the cave** – roll a die and add your . Now, check your result in Verse 4.

2

The tollhouse, surrounded by thick stone walls, once guarded the main trading route from the west to the east of the island. Now, it's just a ruin lashed by fierce sea winds.

- **Go inside** – roll a die and add your . Now check your result in Verse 6.
- **Back off; you don't want any more troubles** – Exploration ends.

4

Your result was:

1-4 – *The rocks are wet and slippery. You place your foot on an unstable stone, and fall into the fast-flowing stream. Your torch quickly floats away.* If you **have** an "**Adventurer's Kit**" Item card, you manage to light an oil lamp – go to Verse 10. If not, you must go back – Exploration ends.

5+ – *You nimbly go forward, avoiding natural traps and dangers.* Each Party member gains 1 Exp. Go to Verse 10.

6

Your result was:

1+ – *It was much easier than you anticipated!* If you **have** part 7 of the "**Hidden Treasures**" status, Exploration ends. If not, go to:

7

You don't see any path leading to the carved faces, so you must climb down the cliff. Without proper equipment, it could be challenging.

- **You decide to retreat for now** – Exploration ends.
- **Descend carefully using lines and pitons** (requires at least 1 and the "**Adventurer's Kit**" Item) – go to Verse 1.
- **Climb down** – each Party member pays any number of . Roll a die and add the sum of all points spent by the Party. Now, check your result in Verse 9.

9

Your result was:

1-7 – *The wind is strong, your hands are slick with sweat, and you are unprepared. You're not surprised when you lose your grip and fall. You rapidly accelerate, the air whizzing in your ears. All of your emotions shift into primal fear. Then, you crash into the sea hard as steel. Everything fades to black.*

When you regain consciousness, you lie on wet rocks, bleeding from your mouth and ears. Everything is blurry, but you see a long path, leading up the cliff. If only you had the strength to follow it.

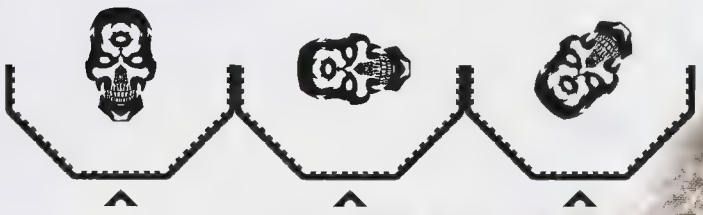
Each Party member loses 5, all and gains 2. Exploration ends.

8+ – *The way down is challenging. But you have strong arms and an equally strong resolve.* Go to Verse 1.

10

The tunnel is wet and cold. You hear screams, or something resembling screams. You don't spot any signs of life. And suddenly, the corridor ends. There must have been a rock slide. Water leaks from between the rubble.

- **Retreat** – Exploration ends.
- **Try to clear the rubble** (pay a total of 3 points of and , split any way you want)– go to:



157 Shimmering Flats

The vast beach is marked with shallow grooves resembling a labyrinth of strange writing. A cool breeze caresses your skin, only occasionally bringing along the stench of the Dark Morass. The feeling of relaxation is unfortunately disturbed by the view to your left the castle of Kamelot perched on a high cliff. And down here, on the beach, one of its collapsed towers lies in ruin.

- **Inspect the symbols** – *You've heard the flats sometimes reveal wondrous secrets.* Roll a die and add your . Now check your result in Verse 3.
- **Visit the collapsed tower** – go to Verse 6.
- **Seek the hidden treasure** (only if you **have** the "**Deep Secret**" status and **don't have** Secret card **3**) – go to Verse 2.
- **Just admire the view** – Exploration ends.

1

You slowly advance through the rubble, down and down into the tower's innards. The entire place is in a sorry state. Between the debris and shattered valuables, you spot large rocks the cliff must have collapsed together with the bastion. If the magnificent castle of Kamelot and its bedrock are falling apart, what could anyone do to stop this?

Each Party member gains 1 Wealth and 2 . Exploration ends.

2

You're sure there is something in the dark water off the coast. The only way to find out is to dive and pray for luck.

- **Back off for now** – Exploration ends.
- **Dive** (each Party member pays up to 4) – check your result in Verse 4.

3

When you look closely, it indeed reminds you of something... Are those Ogham letters? Or some blasphemous demonic drawings?

Your result was:

1-2 – *You see nothing unusual, only marks on sand left by the water.* Exploration ends.

3-4 – *The markings make you uneasy. You are sure something watches you...*

Each Party member gains 1 . Exploration ends.

5-6 – *This is definitely an "ido" letter! And there is the "nuin". One by one, the letters begin to etch themselves upon your mind.*

Gain 2 Magic. Exploration ends.

7+ – *When you look deep into the symbols, you fall into a strange trance.* Go to:

4

How ambitious were you?

Party members who paid 1 or less: *You dive just under the surface and confirm your assumptions. There certainly is something deep underwater but you fail to get close enough.* Exploration ends.

Party members who paid 2 or more: *You warm up for a while, take a deep breath and dive. The water is cold, despite its beauty. You are running out of air when you finally spot some structure. A small building? A mound?*

- **Turn back and emerge** – *You don't want to suffocate.* Exploration ends
- **Push on** – go to Verse 8.

5

The way to the top of the tower is scattered with shattered stairs and slippery seaweed patches.

If your is higher than 1, or if you pay 2 per Party member, go to Verse 7.

If not, go to Verse 9.

6

You approach the tower, only now realizing its actual size. Even lying fractured on its side, it is still higher than any building in Cuanacht. Now you must decide which part to explore.

- **Explore the bottom of the tower** – go to Verse 1.
- **Explore the top of the tower** – go to Verse 5.

7

You advance higher and higher, to the hole in what was once the ceiling. Before you manage to get there, you...

Roll a die.

1-3 – *...slip and hurt yourself.* Each Party member loses 1 . Then read the following text.

4-5 – *...find several tasty shellfish.* Each Party member gains 1 Food. Then read the following text.

- **6** – *...find something useful.* Gain 1 random non-Companion Item. Then read the text below.

You stand atop the tower ruins overlooking the beautiful, shimmering sea. Suddenly, something catches your attention. In the water, near the shore, you notice a dark shape. Maybe there's something down there?

Gain the "**Deep Secret**" status. If you **have** the "**Morgaine's Task**" status, and you **don't have** the "**Cherished Belongings**" status, go to Verse 10.

Otherwise, Exploration ends.

8

Each Party member loses 2.

- If you now **have** 0, lose 1 – *You emerge with black spots before your eyes. You lie down on the sand and try to catch your breath.* Exploration ends.
- If you now **have** 1 or more – *You push yourself to your limits and approach the structure...* Go to:

9

You try to climb higher, but are unable to. Instead, you search through the lower, flooded part of the tower.

Roll a die. If the result was:

1 – *Something frightening creeps through the tower.* Resolve a purple Encounter.

2-3 – *Frigid water saps your strength.* Lose 1.

4+ – *You find some edible seaweed and mussels.* Gain 1 Food.

Then, Exploration ends.

10

You pry your eyes from the shimmering water and focus back on the shattered interior of the tower. After a while of digging through the rubble, you locate a dented, ornate chest. Inside is a straw doll. It looks like something children from poor farmholds might have kept. It doesn't even seem magical. But there's no time to ponder that now. Your digging has loosened some stones, and the top of the tower feels like it may collapse at any moment.

Gain the "**Cherished Belongings**" status. Each Party member gains 2 Exp. Then, add 1 mark to the "**Something is Watching**" status.

New Task: Return to Morgaine with her belongings to conclude this Chapter.

Exploration ends.

Dream

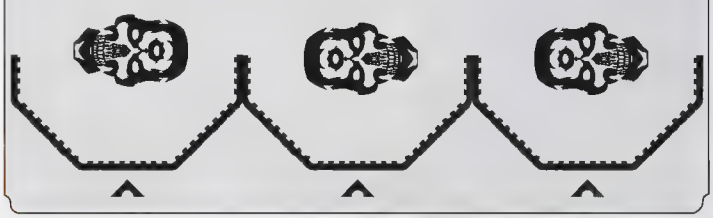
Although the beach is a beautiful place, your dreams are unsettling. Dark clouds approach from the east. The ripples on the sand start to glow, and you are sure they want to show you the truth.

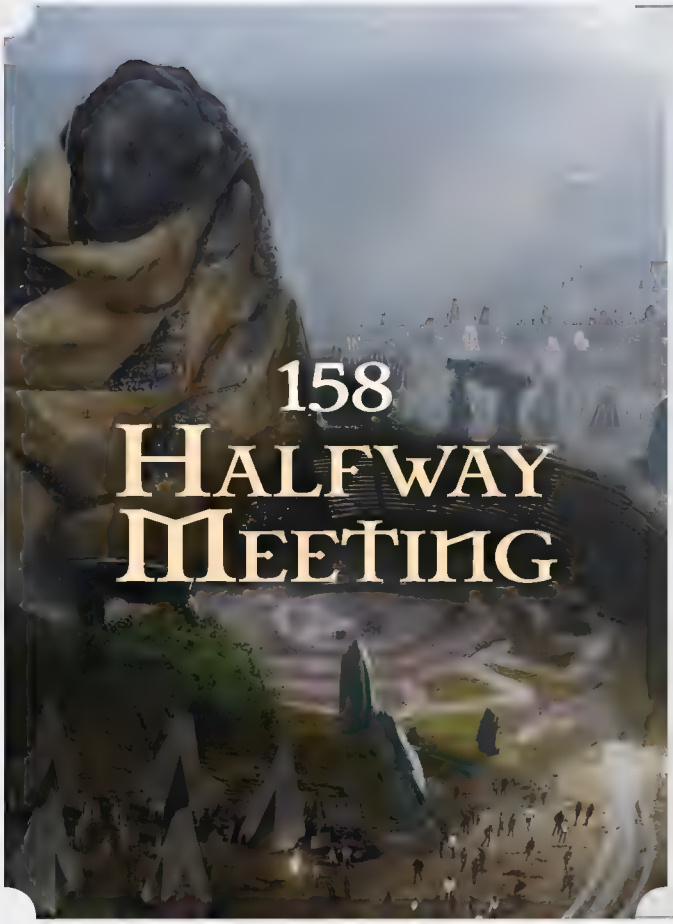
Then, the dream takes you to a misty city. You want to turn right, into a small alley, but it disappears before your eyes. You turn around, finding the plaza changed into narrow alley street. You put on a three-eyed mask. The city immediately stops changing.

Hint: This Location holds a secret that can be hard to find.

Nightmare

Go to:





If you **don't have** the "**Traveler**" part **2** status, gain "**Traveler**" part **2** status.

If you're playing **Chapter 5-15**, remove this Location card from the game and replace it with Location card **152**, Halfway. Then, explore this new Location for free.

The plateau, where four major roads converge, is now covered with tents. Even from a distance, you see the white flag of Farshire, golden banners of Timberwall, and black totems adorned with crow's wings. There are also flags of some smaller settlements: Whitening, Bundorca, Falfuar, Cuanacht...

The Grudgestone has been veiled. In times like these, the last thing people want is for the old grudges to reawaken.

- **Visit your ally's tent** (requires all Characters) – go to Verse 2.
- **Look for the people from Cuanacht** (requires all Characters) – go to Verse 3.
- **Wait until the evening** (requires all Characters) – go to Verse 10.
- **Join a Caravan** (requires all Characters and only if you **don't have** "**Winds of Wyrdness**" status) – *Groups of merchants and travelers band together to traverse dangerous expanses between a handful of Avalon's larger settlements.* go to Verse 20.
- **Leave for now** – Exploration ends.

1

The meeting is to take place in one of the stone buildings overlooking the meeting ground. You enter and discover...

If you **have** part 4 of the "**Allies of Avalon**" status and **don't have** part 3 of the "**Enemies of Avalon**" status, go to Verse 5.

If you **have** part 5 of the "**Allies of Avalon**" status and **don't have** part 1 of the "**Enemies of Avalon**" status, go to Verse 7.

If you **have** part 3 of the "**Allies of Avalon**" status and **don't have** part 2 of the "**Enemies of Avalon**" status, go to Verse 9.

Otherwise, go to Verse 16.

2

With the banners flapping in the wind above the sea of tents like a flock of hungry wyrms, it's not hard to find your ally's forces. As you approach the central tent, a young messenger stops you.

"I was asked to deliver this."

You roll open a piece of parchment. It seems one of the rival factions has asked you to immediately attend a secret meeting. This smells of treachery. But treachery can be profitable.

- **Accept** (requires all Characters) – go to Verse 1.
- **Refuse** (requires all Characters) – go to Verse 6.

3

Your heart jumps with joy as you notice a familiar tartan and crest among the sea of tents. Representatives of Cuanacht are here. As soon as they see you, a pair of your compatriots jumps up to greet you heartily. You were afraid they would ask about the progress of your quest, but they are just happy to know you're alive and invite you to share a drink with them to exchange stories.

- **Accept and join** – go to Verse 17.
- **Refuse and go to your ally's tent** – go to Verse 6.

4

Woe to you! Caught off-guard by the slaughter, confused by the chaos suddenly enveloping the camp, you were too far from your ally to respond in time. Your ally died, murdered with most of their followers, and you are left fighting for your life in the dark.

If you **have** part 4 of the "**Allies of Avalon**" status, go to Verse 11.

If you **have** part 5 of the "**Allies of Avalon**" status, go to Verse 13.

If you **have** part 3 of the "**Allies of Avalon**" status, go to Verse 12.

5

...Mordred, reclining on a golden chair, a sly smile on his lips and a gem-studded goblet in his hand.

"You came! Good. Maybe now you can explain why, of all things, you chose to help this bumbling fool Ultan? Do you think when the wyrdness and the hunger come, when brother turns against brother, he will have what it takes to survive?

Mordred takes a sip of wine.

"Well, I do have what it takes. And I also have an offer: lead Ultan out of his tent to a place of my choosing. My warriors will make quick work of him. In return, I will teach you the secret black arts of goddess Morrigan, and provide you with enough riches to last two lifetimes."

- **Accept** – gain part 1 of the "**Halfway Intrigue**" status and go to Verse 19.
- **Refuse** – go to Verse 16.
- **Pretend to accept the deal** – *You agree to Mordred's proposal, but shortly after, you report to Ultan that Mordred plans to assassinate him. Furious, Ultan comes up with a plan to turn the tables on Mordred and promises he won't forget your loyalty.* Each Party member gains 3 Rep. Gain the "**Guest of Honor**" status. Go to Verse 13.

6

Evening comes quickly, and the Grudgestone's long shadow soon hangs over you like a thundercloud.

Suddenly, a horrible cry sounds in the far corner of the camp. Then, another. Sounds of fighting grow louder and closer. Soldiers grab their weapons. No one knows what caused the incident, but each faction uses the opportunity to jump at their rivals. Soon, brutal combat envelops the entire meeting ground, and the few who try to stop it are cut down in an instant.

Each Party member gains 1 .

Then, choose one:

- **Try to put a stop to the fighting** – *After all, it is you who helped gather all of them here. Maybe they'll listen?* Go to Verse 4.
- **Stay by your ally's side** – *Someone might want to take advantage of the chaos.* Pass for the rest of the day and go to Verse 8.

7

...two hooded women standing in the middle of the room. They remove their hoods, and you bow your head before solemn Lady Kincaid, and her eldest daughter, Siobhan.

"Please, consider what you're doing. Mordred might be powerful, but is he someone you'd like to see lording over the entire island? It's not too late to reconsider. If you soothe Mordred's suspicions and help my assassins reach him, I will pay you well and detach a group of my best warriors to help you in your endeavors. I can even consider betrothing my daughter to you."

Siobhan gasps, shocked by her mother's words.

- **Accept the deal** – gain part 2 of the "**Halfway Intrigue**" status and go to Verse 19.
- **Refuse** – go to Verse 16.
- **Pretend to accept the deal** – *You agree to Lady Kincaid's proposal, but shortly after, you inform Mordred that she plans to assassinate him. Furious, Mordred comes up with a new plan.* Each Party member gains 3 Rep. Go to Verse 12.

8

You stand by your ally's side, helping repel attacks throughout the night. When a new day dawns over the devastated camp, you hear news that most of the other leaders died one way or another. You are richly rewarded for your help.

Each Party member gains 3 Wealth.

If you **have** part 4 of the "**Allies of Avalon**" status, gain parts 3 and 4 of the "**Lost and Fallen**" status.

If you **have** part 5 of the "**Allies of Avalon**" status, gain parts 2 and 3 of the "**Lost and Fallen**" status.

If you **have** part 3 of the "**Allies of Avalon**" status, gain parts 2 and 4 of the "**Lost and Fallen**" status.

Then, go to Verse 15.

9

...Ultan, nervously pacing about the room. He looks even taller and heavier in his chain and plate. As soon as you walk in, he almost crushes your hand in a firm handshake.

"Let's not mince words. Your talents are wasted on this lying hag Kincaid, but you have her ear, and we can use it to my I mean our advantage. Drag her out of her camp, make her an easy target. If you do this, I will offer you the greatest secret of my city: a hidden passage to Tuathan itself that your friends from Cuanacht once used. Not to mention riches beyond your imagination."

- **Accept the deal** – gain part 3 of the "**Halfway Intrigue**" status, go to Verse 19.
- **Refuse** – go to Verse 16.
- **Pretend to accept the deal** – *You agree to Ultan's proposal, but shortly after, you inform Lady Kincaid that he plans to assassinate her. Lady Kincaid comes up with a plan to turn the tables on Ultan.* Each Party member gains 3 Rep. Go to Verse 11.

10

There are many pleasant ways to pass your time in this huge, bustling camp. Before you notice, the evening comes.

Go to Verse 6.

11

Ultan dies cursing your name, beset by a dozen armed thugs, and fighting despite several arrows lodged in his gut. You realize that without his leadership, the merchants of Timberwall will soon start to quarrel, and the city will surely fall.

Gain part 2 of the "**Lost and Fallen**" status.

If you **have** part 1 of the "**Halfway Intrigue**" status, go to Verse 15.

If you **have** part 4 of the "**Allies of Avalon**" status, go to Verse 14. Otherwise, go to Verse 15.

12

As the enemies come at her from all sides, Lady Kincaid orders the rest of her battered personal guard to break off and protect her daughters.

"You came for me," she roars at her enemies like a lion. "So come and finish the job!"

Soon, it is done.

Gain part 3 of the "**Lost and Fallen**" status.

If you **have** part 3 of the "**Halfway Intrigue**" status, go to Verse 15.

If you **have** part 3 of the "**Allies of Avalon**" status, go to Verse 14. Otherwise, go to Verse 15.

13

Despite his lean appearance, Mordred is a fearsome fighter. Covered in a shroud of dark magic, his razor-sharp longsword in one hand and his cloak in the other, he cuts down scores of soldiers before he is finally silenced.

Gain part 4 of the "**Lost and Fallen**" status.

If you **have** part 2 of the "**Halfway Intrigue**" status, go to Verse 15.

If you **have** part 5 of the "**Allies of Avalon**" status, go to Verse 14.

Otherwise, go to Verse 15.

14

There's little you remember from the night of carnage and bloodshed that followed. In the morning, tired and bloodied, you finally break out of the camp and make a short stop on a nearby hill to take one last look at the carnage below. The taste of defeat is bitter. Your ally is lost. Your attempts to bring peace only served to open the way for more bloodshed.

You feel there's only one thing that could help now. Maybe if the leaders of Avalon fail to listen to reason, they will at least bow to holy powers...

If you **have** part 3 of the "**Allies of Avalon**" status, gain part 3 of the "**Lost and Fallen**" status.

If you **have** part 4 of the "**Allies of Avalon**" status, gain part 2 of the "**Lost and Fallen**" status.

If you **have** part 5 of the "**Allies of Avalon**" status, gain part 4 of the "**Lost and Fallen**" status.

Immediately start a new day, bypassing the End of the Day phase. Each Character loses 1 and gains 1.

CONGRATULATIONS! You've completed your Quest. Find and resolve **part 4** of **Chapter 4B** from your Events deck. Do not change the structure of the rest of the deck.

Remove this Location card from the game and replace it with Location card **152**, Halfway.

Exploration ends.

15

All Characters lose all and pass for the rest of the day. Each Character gains 1 Exp and 1 Rep. Then, read on:

There's little you remember from the night of bloodshed that followed. In the morning, tired and bloodied, you finally break out of the camp and make a short stop on a nearby hill to take one last look at the carnage below. Your ally stands by your side, smiling, and asks:

"Looks like we've won, haven't we?"

You're not so sure. The war won't end here, and so far your attempts to bring peace only served to open the way for more suffering.

"Now," your ally says, "We must consolidate power make everyone believe we're the saviors of Avalon. I know of one item that could help us..."

If you **have** part 1 of the "**Halfway Intrigue**" status, each Character loses 4 Rep, as the word of their betrayal spreads. Gain 5 Magic and 5 Wealth.

If you **have** part 2 of the "**Halfway Intrigue**" status, each Character loses 4 Rep, as the word of their betrayal spreads. Gain Secret card **73** and 5 Wealth.

If you **have** part 3 of the "**Halfway Intrigue**" status, each Character loses 4 Rep, as the word of their betrayal spreads. Gain the "**Guest of Honor**" status and 5 Wealth.

CONGRATULATIONS! You've completed your Quest. Find and resolve **part 4** of **Chapter 4B** from your Events deck.

Remove this Location card from the game and replace it with Location card **152**, Halfway.

Exploration ends.

16

One moment, a hand raises to give a secret sign. The next moment, armed warriors swarm you from all sides, and you are forced to fight for your life, while the person who brought you here retreats in haste.

Resolve the Warband gray Encounter (Difficulty 4). Regardless of the result, go to Verse 6.

17

Spending time with your kin is relaxing. Though miles from Cunanacht, you feel like you're home. Not even the sad and worrying tales of people from your hometown mar this joyful occasion. There are toasts. There are tales. A cask of ale is cracked open.

Before you notice, shadows grow long and the evening comes. That is when the peaceful atmosphere is suddenly broken by the screams and sounds of combat erupting in one part of the camp and quickly spread to the others.

Each Party member gains 1. Go to Verse 4.

19

Roll a die, adding your , , and +1 for every 5 points of your Rep. Then, check the following results.

1-6 – *You're not the greatest schemer. Your ally suspected something and discovered it is a trap! Violent combat erupts.* Each Character loses 8 Rep. Go to Verse 14.

7+ – *You succeed! Your unsuspicious ally walks into a trap.* See the following:

If you **have** part 1 of the "**Halfway Intrigue**" status, go to Verse 11.

If you **have** part 2 of the "**Halfway Intrigue**" status, go to Verse 13.

If you **have** part 3 of the "**Halfway Intrigue**" status, go to Verse 12.

20

Finding the right group is easy enough. Convincing them to accept you is another matter entirely, as they avoid suspicious strangers and favor people who already traveled with them.

Choose one:

- **Journey to Farshire** (Pay 3 Rep per Character and only if you **have** the "**Traveler**" part **1** and you **don't have** the "**Lost and Fallen**" part **3** status) – Go to:

- **Journey to Kamelot** (Pay 3 Rep per Character and only if you **have** the "**Traveler**" part **3** status) – Go to:

- **Stay in Halway** – Exploration ends.

Menhir

Requires all Characters, the Menhir Rites Secret card and that you **don't have** "**Winds of Wyrdness**" status.

Pay 3, 3 Wealth and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **6** (1-2 Characters), **5** (3 Characters), or **4** (4 Characters).

160 Crow's Nest

If you **have** part 4 of the "**Lost and Fallen**" status, go to Verse 18. Otherwise, read on:

High cliffs and a long, narrow bridge secure the most remote city in Avalon. Dwellers of these stone-carved houses are known for their tenacity in combat and dark, disturbing customs. As you approach their settlement, you feel a sense of unease. Rumors say many travelers who came here ended their lives writhing and screaming atop a blood-covered altar of the goddess of death and crows Morrigan.

- **Look for a market** – go to Verse 2.
- **Go to the sacred ground** (only available in **Chapter 3**, requires part **2** of the "**War for Avalon**" status) – go to Verse 6.
- **Speak with Mordred** – go to Verse 8.
- **Gather information about the Head of Morrigan** (only available in **Chapters 2-4**) – go to Verse 1.
- **Deliver a diplomatic message** (requires at least 1 part of the "**Diplomat**" status) – go to Verse 22.
- **Leave** – Exploration ends.

1

Add your and .

1-3 – go to Verse 3.

4+ – go to Verse 13.

2

If you're playing **Arev**, go to Verse 5.

Otherwise, go to Verse 10.

3

The more you ask, the more suspicious stares follow you. Soon, a group of warriors stands in your way, commanded by a pale, dark-haired priestess.

"Who are you and what are you doing here?" she asks.

Go to:

4

The ground shakes, and the angry gaze of statues pierce you like a spear. The goddesses are displeased. You run and hide in a dark corner of the temple, sure the tremors will attract attention. Yet, no one comes, and nothing happens. You return to the sanctum half-an-hour later, covered in sweat.

All Party members gain 1 and lose 1. Go back to Verse 9 to make another choice.

5

"Arev? Is that you?"

A tall, lanky man approaches. You feel a pang of fear. Being recognized is usually not a good start for a former mercenary. This man, however, turns out to be a friend from your squad. You shake hands and talk for a while, and you're surprised to hear about one of your comrades who suffers from a curse similar to yours, and who became a lantern keeper in the Horns of South. Your friend also educates you about three goddesses most important in Crow's Nest and various rituals that relate to them: Nemain, the lady of war and havoc; Badb, the lady of crows and prophecies; and Macha, the lady of kings and earthly power.

"People here take this stuff seriously! And so should you," he says.

- **Keep looking for the market** – go to Verse 10.
- **Leave** – Exploration ends.

6

After some searching, you find an entrance to the temple complex atop the stone arch. Sacrificial stones covered in dried blood flank the dark oaken gate. You feel someone watching you, and a barely audible, malicious whisper urges you forward.

- **Enter** – go to Verse 9.
- **Leave** – Exploration ends.

7

The door opens. You descend deeper and deeper into the temple until you find the inner sanctum, where a giant stone raven clutches a small reliquary.

If you **don't have** Secret card **16**: each Party member gains 2 Exp; gain Secret card **16** and gain part 3 of the "**Enemies of Avalon**" status.

New Task: Deliver the head to lady Kincaid in Farshire.

Exploration ends.

8

If you're playing **Chapter 2** or **3** and **don't have** part 3 of the "**Enemies of Avalon**" status – go to Verse 20.

If you're playing **Chapter 11** and **have** part 5 of the "**Allies of Avalon**" status **or have** the "**People's Champion**" status, go to Verse 19

If you're playing **Chapter 11** and **don't have** part 5 of the "**Allies of Avalon**" status, go to Verse 17.

If you're playing **Chapter 12** and **have** part 4 **or** part 5 of the "**Final Confrontations**" status, go to Verse 23.

Otherwise, Mordred's servant apologizes and informs you his master is not available to see you right now. Exploration ends.

9

Columns of this gruesome temple are lined with human bones, and the floor is paved with skulls, many of them stained with blood dripping from the hands of three statues Macha, Badb, and Nemain, the three aspects of goddess Morrigan. They stretch out their hands, palms cupped like sacrificial bowls. There's a locked door behind them.

- **Offer food to Nemain, offer treasures to Badb, and offer your worst fears to Macha** (pay 1 Food, 1 Wealth and gain 1) – go to Verse 4.
- **Offer your blood to Nemain, offer your mystic powers to Badb, and offer a glittering coin to Macha** (pay 1 , 1 Magic and 1 Wealth) – go to Verse 7.
- **Offer your favorite item to Nemain, offer provisions to Badb, and offer a piece of your flesh to Macha** (discard 1 Item, pay 1 Food and 1) – go to Verse 25.
- **Leave** – Exploration ends.

10

In Crow's Nest, there's no way for an outsider to blend in. To the pale, watery-eyed people of this city, you're always an outsider. There are no plazas and no trade district – just a labyrinth of narrow paths scaling up and down the cliffs. You can't see anything resembling a shop or a tavern. Wherever you go, suspicious stares follow.

Finally, you find an alley where a fishmonger sells salted cod out of large barrels. Fish are the staple of Crow's Nest, and the only thing of which this city has plenty.

You may pay 1 Wealth to gain 1 Food (any number of times), if you don't mind the smell.

Exploration ends.

11

Guards lead you through a stone archway carved in the rock, down into the darkness of the tunnels. Staircase after staircase, tunnel after tunnel you keep descending. The entire foundation Crow's Nest is built upon is riddled with passages like an anthill.

Eventually, you come into a large cavern. A group of grim people gathers. The cloth-of-gold tunic Mordred wears contrasts sharply with the black and gray robes of the rest. Before them, a screaming man tugs at the chains securing him to two iron posts, while his executioner finishes cutting through the ribs on his back with a serrated knife. Two gashes on both sides of the spine squirt blood as the executioner pushes his fingers inside and pulls the loose ribs apart, like the wings of a nightmarish bird.

Each Party member gains 1 for each point of their . Then, go to Verse 12.

12

After the execution, Mordred spares you a moment of his time. He's different than you imagined: tall, lean, and soft-spoken. More of a scholar than a knight, and certainly not the insane brute you've heard stories about. He doesn't even wear a sword, and you see no armor under his golden robe.

"Guards tell me you came from Cuanacht? If so, I am impressed," he says. "And it happens I am in grave need of discrete, resourceful agents." His eyes jump toward the man hanging limply between the iron posts. "My last agent was certainly resourceful, but sadly lacked discretion."

- **Ask him how a knight of the Round Table came to lead Crow's Nest forces** – go to Verse 14.
- **Ask him about the offer** (only if you **don't have** part 3 of the "**War for Avalon**" status) – go to Verse 15.
- **Ask him about the Head of Morrigan** – go to Verse 16.
- **Leave** – Exploration ends.

13

Suspicious looks and terse answers mean you'll only find trouble if you keep looking. The only thing you learn is that instead of Morrigan, the people of this place worship her three specific aspects: Nemain, the lady of war and havoc; Badb, the lady of crows and prophecies; and Macha, the lady of kings and earthly power.

Exploration ends.

14

"How can you even ask? You realize how all of this is going to end, right? With humans fighting for every scrap of land still safe from the wyrdness. It won't be a time for the meek. Cruel, horrible things must be done if humanity is to survive. I'm simply betting on the horse most likely to win this race. The Children of Morrigan fear not death nor maiming. They drink from the mouth of their goddess and see countless deaths and rebirths awaiting them. Who would care about one more or one fewer? They and I, together, can do great things."

Go back to Verse 12 and make another choice.

15

Mordred smiles slyly and says:

"I can deal with Ultan, but what worries me is the stab in the back I fully expect from Farshire's armies. In a game of three players, one first has to make sure the other two can't join forces. Therefore, I need someone to take Farshire out of the picture in a rather dramatic fashion. I will lend you our most

powerful artefact, with which you can make the sky fall on the heads of Lady Kincaid's followers. Just beware, this thing can be a bit... chatty."

He reaches for a small box and presents you the head of goddess Morrigan!

- **Refuse** – *You don't see why you must support his plans for domination. Besides, who knows what Timberwall and Farshire have to offer?* Exploration ends.
- **Agree** (requires consent of all players) – *This war has to end quickly if the people of the island are to survive. And Crow's Nest is most likely to become the winning side.* Go to:

Hint: If you spend your time involved in the War for Avalon in the west, at some point Morgaine's plot in the far east of the island is going to progress without your involvement!

16

Mordred laughs.

"Ah, yes. Why else would you come to Crow's Nest if not to steal our treasure? Don't worry; I'm not going to torture you to learn who sent you here. In fact, I don't care. The head is protected well and can only be found by those Morrigan wants to find it. If you value your life, do not speak of it again."

Go back to Verse 12 and make another choice.

17

Mordred knows your exploits well and has a task for you. To shore up his power in this part of the island, he needs one last thing: the spellbooks of his mother, Morgaine. You realize fulfilling this wish will likely leave Kamelot defenseless.

The thought of helping your ally raid Kamelot, the beacon of human hope, makes your skin crawl. Yet, in the days when the last pockets of humanity turn on one another, you can no longer hold more than one loyalty.

Gain part 5 of the "**Pathfinder**" status.

New task: enter Besieged Kamelot (**195**) and retrieve the volumes **OR** help one of the other remaining powers of Avalon.

Exploration ends.

18

Even the grim tenacity of Crow's Nest and Mordred's cunning did not save the city from destruction.

Remove this Location card from the game and replace it with Location **165** (Razed Nest). Then, Explore this new Location for free.

19

Thanks to your efforts, Mordred grew powerful and sure of himself. He gathered the largest army this part of the island has ever seen. He destroyed both of his enemies. He even somehow managed to steal precious arcane tomes from Kamelot. Now, the only thing he needs is enough slaves to provide for his armies. He intends to take them from weak, defenseless towns, the first of which is your hometown of Cuanacht. Mordred sees that as mercy, believing those more vulnerable settlements would perish in the coming wave of wyrdness anyway. As his soldiers refuse to travel through wyrdness-infested lands, he wants you to lead the way.

The thought of helping your ally put the torch to your hometown makes your skin crawl. Yet, in the days when the last pockets of humanity turn on one another, you can no longer hold more than one loyalty.

- **Accept** – go to Verse 24.
- **Reject** – *"I don't let people turn their backs on me and live," he says. "But in the light of your achievements, I will grant you this one exception. Go back out there and die like a dog, if that is your wish".* Exploration ends.
- **Reject and attempt to strike Mordred down** – go to:

20

Grim guards with crow's wings on their helmets stop you as you try to enter the underground caverns. Their lord doesn't speak to petty commoners.

Sum up your , , and Rep.

If the result is 9 or higher, go to Verse 11. Otherwise, each Party member loses 1 and Exploration ends.

21

Go to:

22

You make sure the message about the meeting reaches Mordred in his deep halls. He's dangerous and unpredictable, but you're confident he will negotiate.

If you **don't have** part 1 of the "**Diplomat**" status, each Party member gains 1 Exp; then, gain part 1 of the "**Diplomat**" status. Exploration ends.

23

"You're smart. We won the war for the west. We took what we needed from the Kamelot in the east. Crow's Nest is the most defensible and strongest settlement in Avalon. There's nothing left for you out there. Stay with me, and I will knight you, grant you wealth and titles. We will build a new order of knights in these halls a new Round Table for a new age, with me at its head. And we'll plant this statue of yours on top of the city, for everyone to see that Crow's Nest can defy even the wyrdness itself.

- **Accept and settle in Crow's Nest** (requires all Characters; this ends your Campaign!) – go to Verse 21.
- **Refuse and leave to help the other communities** (requires all Characters; this ends your Chapter) – go to:

24

Gain part 4 of the "**Pathfinder**" status.

New task: Help Mordred's raiding Party attack Cuanacht **OR** help one of the other remaining powers of Avalon.

Exploration ends.

25

Suddenly, all three statues begin to scream, as if your sacrifice infuriated them. You stumble out of the temple, your ears bleeding, and meet a host of warriors led by a furious priestess. There's only one way out.

You jump from the stone arch, into the roaring ocean below.

All Party members lose 8 reduced by 2 for each point of their and gain 6 reduced by 2 for each point of their . Exploration ends.

Dream

In a dark glade of leafless trees, a crow studies you with a tilted head. Suddenly three goddesses burst from the bird, each an aspect of Morrigan. Terrifying Nemain in full battle dress presents a cup splashed with blood as though expecting it filled. Badb clutches a mystic scroll, its writing incomplete. Regal Macha holds a crown with one gem missing.

They stare at you expectantly.

Nightmare

Their skin is pale, their eyes watery. They skulk in the darkness, burrowing ever deeper into the rocks, farther from the world of light. They sniff and ripple their bat-like snouts as you pass them, wandering lost and aimless through their endless tunnels.

Each Character who has this Nightmare gains 1.

161 Farpoint

You have reached the end of the world. Strange ruins perch precariously atop the jagged cliffs, surrounded by a sea of red moss.

- **Enter the ruins** – go to Verse 4.
- **Take the stairs leading down the cliff** – go to Verse 7.
- **Climb the terraces of the ruins** (pay 2 per Party member) – go to Verse 2.
- **Try to solve the mystery of this place** – go to Verse 10.
- **Use Secret 33** (requires Secret card **33** and part 1 of the "**Last Haven**" status) – go to Verse 16.
- **Leave** – Exploration ends.

1

You've never heard of a tribe raising such structures. Strange architecture and elongated heads of the figures standing on both sides of the hall make for an alien atmosphere. Wind whistles through small windows, bird droppings piled up high beneath them.

- **Investigate the droppings** (pay 1 per Party member) – go to Verse 13.
- **Go back to the hall** – go to Verse 4.

2

You climb the terraces made of clay bricks toward small structure at the top. When you finally reach it, the sun is visibly lower than before. Inside, you find a bronze apparatus of an unknown purpose.

- **Try to use the device** (requires 3 or more) – go to Verse 9.
- **Gather all parts and methodically study the device** (pay 3 per Party member) – go to Verse 9.
- **Leave** – Exploration ends.

3

Seagulls circle over the waves crashing against the rocks. You raise your head toward the ruins on the cliff far above you. Why did they bother to build a harbor in such an inconvenient place? Land transport would have been more practical, but you haven't seen any roads leading to the structure. Did the inhabitants travel only by sea?

Gain part 2 of the "**Farpoint Clues**" status. Each Party member loses 1 . Exploration ends.

4

You enter the massive ruins made of rectangular brown stones. Are they bricks? You heard they are costly, but here the entire structure is made of them. You stand in the center of a vestibule ornamented with carvings that present bald humans wearing skirts made of leaves.

- **Search the hall for valuables** (only if you **don't have** part 4 of the "**Hidden Treasures**" status) – go to Verse 5.
- **Go up the broad stairs** – go to Verse 1.
- **Descend into the ruins' depths** – go to Verse 8.

5

You find a beautiful golden dagger and helmet in a display cabinet. They are impractical but might fetch a fair price.

Gain part 4 of the "**Hidden Treasures**" status. Gain 4 Wealth. Exploration ends.

6

You search through the graves...

Each Party member gains 2 . Roll a die:

1 – you find nothing.

2-3 – gain 1 Wealth.

4-5 – gain 2 Wealth.

6 – gain 1 non-Companion Item.

Exploration ends.

7

The steps carved in the cliffside are too high and uncomfortable.

Each Party member rolls a die and adds their . Each Party member with a result lower than 5 loses 2 , slipping and hurting themselves. Regardless of the result, read on:

You are now at the bottom of the stairs, in front of a stone harbor. Waves eroded the structure, but it is still possible to reach most of its piers.

- **Fish** (pay 3 or discard the "**Fishing Net**" Item) – gain 2 Food. Exploration ends.
- **Rest, looking at the sea** – go to Verse 3.

8

You go down a narrow staircase and encounter a high steel door. There is no sign of rust or any other damage. You open them without effort, but you can't go through them – a strange force repels you. It feels utterly different from any magic you know.

- **Force your way through the invisible barrier** (each Party member pays 4 , reduced by 1 for each point of their) – go to Verse 14.
- **Go back to the vestibule** – go to Verse 4.

9

After a while, you discover the purpose of this device. It was probably used to observe the Fore-dweller wall and areas behind it, clearly visible from the top of the structure. After partially reconstructing the apparatus, you take a peek yourself. Tuathan, covered in boiling wyrdness, is almost liquid – roofs change their height, streets slither like snakes. You become nauseous.

If you **don't have** part 3 of the "**Farpoint Clues**" status, each Party member gains 1 Exp. Gain part 3 of the "**Farpoint Clues**" status. Each Party member gains 2.

Exploration ends.

10

- **Test your theory** (requires part 1 of the "**Last Haven**" status; pay 3 and 1 Magic per Party member) – go to:

- **Put the clues about this place together** (requires at least 1 part of the "**Farpoint Clues**" status) – go to Verse 15.
- **Do something else** – go back to the start of this Location and make another choice.

11

You have never seen such skulls in your entire life. Their foreheads are high, teeth small and sharp. Could these people have lived only on this small piece of land, never wandering deeper into Avalon?

Gain part 4 of the "**Farpoint Clues**" status. Exploration ends.

12

Wyrdness must have never touched this place, and the people who lived here were researching it from a safe distance. What made them come here? Why weren't they attacked, like humans in their First Farmhold? Something must have helped stay safe.

If you **don't have** part 1 of the "**Last Haven**" status, each Party member gains 1 Exp. Gain part 1 of the "**Last Haven**" status.

Exploration ends.

13

The window ledges are scarred by the talons of countless seagulls landing here over the centuries.

If your is 3 or higher, go to:

Otherwise, Exploration ends.

14

You push past the magical barrier, only to find yourself standing in vast and dry catacombs. Walls are full of grave niches, the space between decorated with strange, elongated skulls and thick bones. This place should give you unpleasant chills, but you only feel calmness..

- **Spend some time robbing graves** (pay 1 per Party member) – go to Verse 6.
- **Investigate the bones** – go to Verse 11.

15

You sit on the brick stairs and think about what you have seen here.

Roll a die and add the number of the "**Farpoint Clues**" parts you own:

1-6 – *You are confused and terrified by this place.* Each Party member gains 1. Exploration ends.

7+ – Go to Verse 12.

16

If you **have** part 1 of the "**Remnants**" status, this place is already full – Exploration ends. Otherwise:

At first, these ancient ruins and the stories about their strange vegetation fill people with dread. Only after you perform a small experiment, showing how redfern reacts to the wyrdness, you manage to convince them this is a safe place.

Soon, they discover the spacious halls and airy rooms of the Farpoint are a real city waiting to be populated. More and more people arrive on their own. Before you know it, Farpoint becomes a full-sized town

Gain part 1 of the "**Remnants**" status. Remove the Farpoint Location card (**161**) from the game and replace it with the Farpoint Refuge (**170**).

Then, choose one:

- **Leave** – *There are still things you want to do and places you want to see.* Exploration ends.
- **Finish your journey and settle here** (requires all Characters; this ends your Campaign!) – go to:

Dream

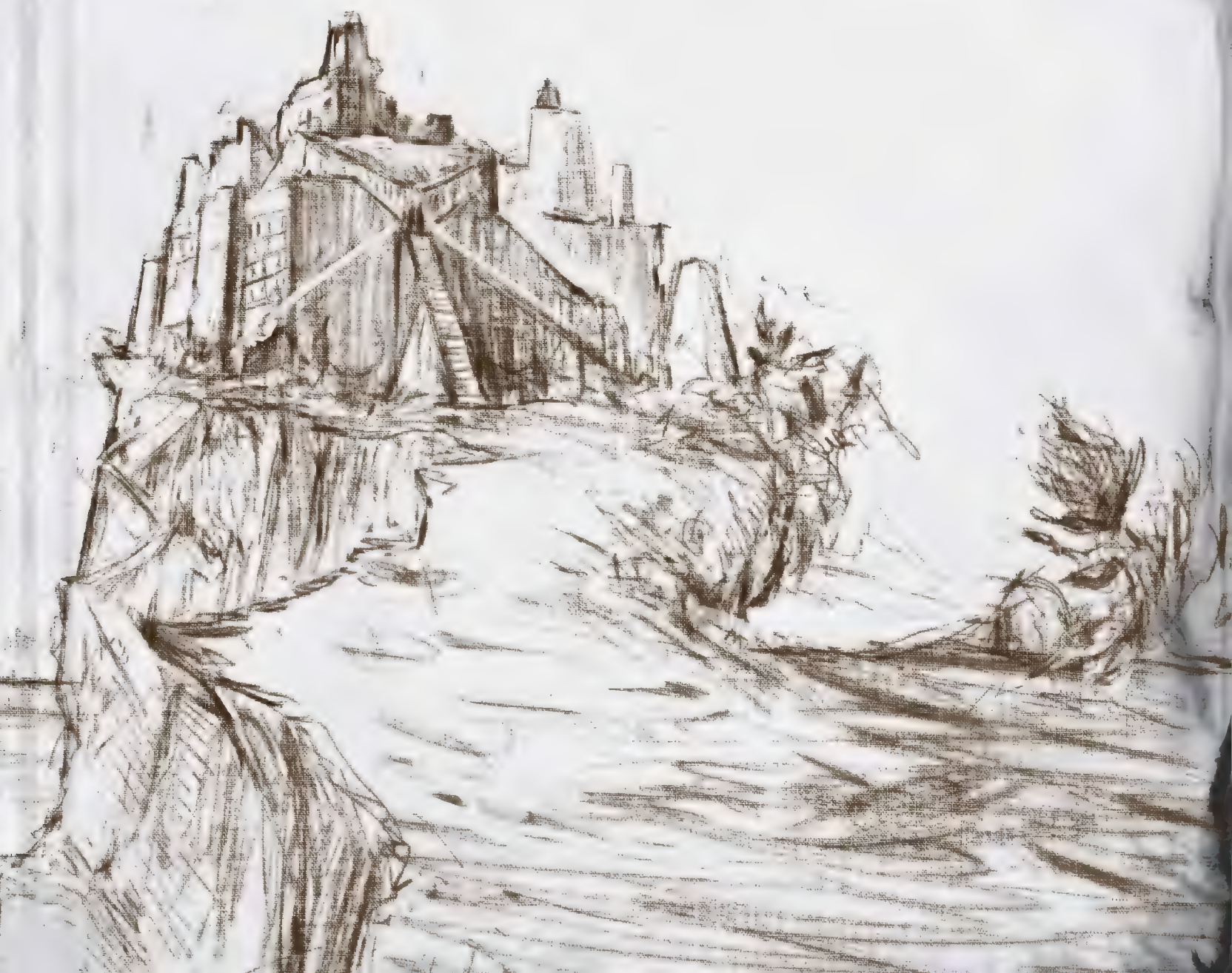
You return exhausted from your disappointing journey south. This entire land is uninhabitable, afflicted with strange magic. But this place is safe, as it always has been. Once the red vegetation surrounds you on both sides, you finally feel safe.

Gain part 5 of the "**Farpoint Clues**" status.

Nightmare

You stand at the top of the decaying structure. Wyrdness swirls at the foot of the stairs, devouring them brick by brick. All of your friends are dead. Fore-dwellers now inhabit Kamelot. Cuanacht was lost to Red Death. And here you are, the last human on Avalon. The sharp rocks on the bottom of the cliff look so tempting...

Each Character who has this Nightmare gains 1 .



You dissolve into the warm, comforting vapors and the enveloping sounds of music. It is almost as if you were floating above the ground, wading deeper and deeper into a dream. You are not afraid. This is not wyrdness; it is something entirely different.

Finally, a castle of white stone, unlike any you have seen before, comes into view. A wide moat covered in water lilies and reeds. An open gate, its shadow promising eternal rest.

Are you dead? Will you ever leave this place?

- **Return to Forest of Whispers** – go to Verse 2.
- **Enter the castle** – go to Verse 4.
- **Explore around the castle** – go to Verse 6.
- **Lie down and rest** – go to Verse 7.
- **Stay here forever** (only available in **Chapter 15**, requires **all Characters**, this ends your campaign) – go to Verse 10.

1

He's not young anymore, but he is also not old. There's a bloodied bandage on his hip and loin, and every inch of his exposed body is covered in a spiderweb of strange scars. You also notice a distinct dimple in the middle of his forehead. Despite these flaws, his countenance is noble, beautiful even. You have no doubt he is a king. But is he your king?

Go to Verse 6 and make another choice.

2

Back in deep woods, you wander for hours under a thick-leaved canopy, trying to ignore the faint echoes of music and the voices between the trees. You feel as if you are wading through a golden summer daydream that stops only when you emerge back near the castle of white stone.

Place 1 Quest Token on this Location.

Hint: returning from Corbenic might be even harder than reaching it!

Exploration ends.

3

You sit on the thick-bladed grass, in clear view of the white walls, next to the fisherman. Only now you notice his reflection in the water - far taller, older, and wearing a familiar helmet. You want to rise, but Arthur, the Once and Future King, stops you with a gesture.

"I did not think someone would find me here, nor did I wish to be found," he says. "If only I knew that all along, I was only a broken mirror, reflecting something far greater. If only I had grasped the secret while there still was time. But it is done, now. Dust in the wind. I shall rest forevermore."

The king goes silent again. The floater of his fishing rod moves and stops.

- **Say your goodbyes and leave** – Exploration ends.
- **Ask him about the ultimate secret** – go to:

4

The old wooden drawbridge creaks under your feet. Through the gaps between the planks, you see silvery fish chasing one another in still waters below. You raise your head, as a pleasant smell of incense and apple blossoms envelops you. It is coming from inside the castle.

As you approach the entry and gaze into the darkness on the other side, you feel no fear - only serenity. Yet, when you try to move forward, your feet won't budge. You realize that once you enter this cool shade, you will never again leave. And it is not yet your time to rest.

Place 1 Quest Token on this Location. Exploration ends.

5

The meadows are untrodden. The skies are unblemished. The animals behave as if they've never seen a living person.

You start to suspect this is not a real place but an idea from which real people and places are born.

Place 1 Quest Token on this Location. Exploration ends.

6

As you set on your journey around the castle, your legs seem to carry you on their own, as if gliding through the misty cold air.

Soon, you come upon a man who sits by the moat, fishing rod in hand, his head slumped low between broad shoulders. Despite his simple garb, there's something noble about him that draws your attention. When you come closer, he nods his head, but otherwise ignores you.

- **Study him** – go to Verse 1 .
- **Sit next to him and rest** – go to Verse 3.
- **Talk to him** – go to Verse 9.
- **Carry on** – go to Verse 8.

7

In this strange land, time flows invisibly like wind through a cloudless sky.

Each Party member gains 1 . Each Party member with fewer than 5 Magic gains 1 Magic. Exploration ends.

8

If you **have** at least 2 , go to Verse 5. Otherwise, read on:

Shimmering streams and misty meadows open before you. Last year's antlers mark your trail. Eventually, you are back where you started, just more distant and star-eyed.

Exploration ends.

9

In this place, your voice sounds louder and more impertinent than you hoped it would. The man's expression tightens. He turns his head away. You know he won't talk to you now.

- **Continue your journey around the castle** – go to Verse 8.
- **Return** – Exploration ends.

10

As you approach the moat among the rustling of leaves and sounds of dragonflies, a silent procession comes out to meet you. In the middle, a fair lady with golden hair, clad in white and silver. Her deep, sad eyes look familiar you've seen them before. Something golden in her hand glows more with every step she takes.

As the grail's chaliced splendors unveil before your eyes, everything turns to silver light. Speechless, you follow the procession inside, and dissolve in the cool shade. Freed from your quest, your soul, and your body, you return to where all the stories dwell, before they are encased in words and letters; and there you will wait, until once again, in some other realm or other time, someone finds a way to call upon your name.

Go to:

Dream & Nightmare

When the night comes, you stretch on the grass under crystal-clear skies. Before you drift off, you notice something mildly discomforting. The stars! They are all wrong. Gone are the Twin Warriors, the Seal and her Cub, and even the red-brimmed Cup, all replaced by constellations you've never seen. But before you can make sense of this, the dream takes you away.

Nothing mars your rest this night.

If there are 4 Quest Tokens on this Location go to:

Otherwise, read on:

You are awoken by the golden beams of light sifting through the canopy, light-headed and cloud-minded. Your willingness to abandon this place is slowly crumbling. You're afraid that if you tarry for too long, you will never be able to leave.

165 Razed Nest

It is difficult to destroy a fortress dug deep into solid rock. This hasn't stopped someone from making a good effort. The temple complex at the top of the last arch is all but leveled. Many of the stone facades on the sides of the rock are black with soot.

However, with the bridge connecting the Nest to the mainland severed, there's no way for you to inspect this carnage up close.

- **Search the cliff-side, looking for survivors** (only if you **don't have** part 4 of the "**Left Behind**" status) – go to Verse 7.
- **Leave** – Exploration ends.

2

Many of the warriors lie in puddles of blood; the rest look at you with respect. "We recognize you. You were the one who contributed to our defeat. But you are powerful; I give you that. What do you want of us?" a man with burned face asks.

- **Tell them you want to redeem yourself and lead them to a secure place** – go to Verse 8.
- **Demand tribute and leave** – gain 3 Wealth and 2 Food. Exploration ends.

4

You find survivors in a hidden camp deep in one of the ravines. They prepare makeshift weapons and concealed defenses.

- **Leave for now** – *They might not like the fact you've discovered their hideout.* Exploration ends.
- **Approach them** (only available in **Chapter 14** and if you **don't have** Secret card 33, requires **all Characters**) – go to Verse 5.

5

You approach the survivors. When they see you, their warriors attack without hesitation, while the others prepare to leave in haste.

Gain part 4 of the "**Left Behind**" status.

- **Fight them and show them your supremacy** – go to Verse 6.
- **Escape** – each Party member loses 1 and 1 . Exploration ends.

6

Resolve the "**Warband**" gray Encounter (Difficulty 4).

If you win (or the Enemy Runs Away), go to Verse 2. Otherwise, Exploration ends.

7

If you **have** at least 4 **or** 4 , go to Verse 4.

Otherwise, you find nothing. Exploration ends.

8

"You want us to go with you?" the same man asks. "You are bold, you know? But you proved your strength. We will let you guide us."

Gain the "**Hopeful Settlers**" Secret card (**33**).

New Task: Guide people of Crow's Nest to one of the safe locations in the Avalon.

Hint: Don't take too long! Their trust in you will slowly erode.

Exploration ends.

Dream

The city is burning. Fire engulfs bridges the only way to the mainland. But the children of Morrigan are warriors they are brave, and know no fear. They run through the flames, coughing, burning. Many get out alive and hide in the coves near their razed city.

Nightmare

The bridge collapsed, and you are trapped in the city, with two high cliffs and a raging sea separating you from Avalon. Everything around you is in flames. You have only two choices die by fire or by the sea. But then, someone grabs your hand. You are led to tunnels below the temple of Morrigan. The building collapses, cutting off your only way out. Your children won't know the sun, and they will be different than you but with Morrigan's blessing, at least they will live.

170 Farpoint Refuge

The sea of tents and wooden houses spills over the narrow top of Farpoint, but there's still a gap between them and the ruins. The ancient monument fills people with awe, and most of them are scared of the old magic and vast crypts. Only a handful of brave people have dared to pillage the forgotten halls, bringing back many interesting items to sell.

- **Talk to people** – go to Verse 5.
- **Visit the village square** – go to Verse 3.
- **Help people in the settlement** (pay 2) – go to Verse 7.

3

Makeshift taverns, shaky stalls full of strange relics and mundane equipment, loud chatter it feels almost like a market in one of the farmholds.

- **Buy food** – discard 1 Item to gain 2 Food. Then, make another choice.
- **Sell food** – pay 2 Food to gain 1 Wealth. Then, make another choice.
- **Rest in a shoddy tavern** – pay 2 Wealth to lose 2. Then, Exploration ends.
- **Buy equipment** – draw top 3 Item cards. You can buy any number of them for 3 Wealth each – if you don't, shuffle them back into the deck. Exploration ends.
- **Leave** – Exploration ends.

5

The community is developing well. You wander between tents and houses, greeted warmly by the people. Thanks to you, they now have the opportunity to live their normal lives again.

Each Party member loses 1.

Then, choose one:

- **Finish your journey and settle here** (requires all Characters; this ends your Campaign!) – go to:

- **Leave** – Exploration ends.

7

You spend some time helping people heave logs, hunt, and expand their town. They look at you with the utmost respect.

Gain 2 Rep. Exploration ends.

Dream

You stand atop the ruins as time flows quickly around you. Tents and makeshift hovels evolve into wooden dwellings. They merge with the ruins, creating a structure resembling an anthill. Brown and red ferns grow everywhere. Long winter comes, and the buildings on the outside of the colony become abandoned, but the city thrives. You are filled with joy. The people you led here will survive.

Nightmare

A tall woman with a bald, long head looks through a brass apparatus. She draws back, fear-stricken. She shows something to others standing nearby, and they argue in an unknown language.

Soon, they board their ships made of reed. They raise their rectangular sails and leave the island never to return.

Each Character who has this nightmare gains 1 and loses 1.

180 Orrin's Resolve

Out of the chaotic, filigree structures of Tuathan, a solitary building raises itself on four crooked legs. Its walls of rough stone look distinctly out of place. Arrow-slits instead of windows and a narrow entry seem to indicate its defensive purpose. It was obviously built by humans, but the platform the abode rests on, and the four pillars that support it, are made of pure thought-bent wyrdstone. How was that possible?

As you approach the foot of the structure, the oppressive feeling that has accompanied you all through Tuathan grows weaker. Somehow, wyrdness seems to avoid this place.

- **Climb up to the abode** (pay 1 per Party member) – go to Verse 1
- **Rest under the legs of the structure** (pay 1 per Party member)– go to Verse 2
- **Leave** – *You are sad to leave this place.* Exploration ends.
- **Progress deeper into Tuathan** (requires all Characters) – *Considering how the city around you twists and changes, you are unlikely to ever find this place again.* Go to Verse 4.

1

It's not clear how the inhabitants used to reach the top. You pick one of the twisted supports and start climbing.

If you **have** the "**Adventurer's Kit**" Item, go to Verse 3. Otherwise, roll a die, add your and , then check the result.

1-5 – *You fall.* Each Party member loses 2 . Exploration ends.

6+ – *You succeed.* Go to Verse 3.

2

You break camp in the quiet shade of the platform, trying not to look into the shifting vistas of Tuathan. You feel mildly reinvigorated.

Each Party member gains 1 and loses 1 . Exploration ends.

3

Only after reaching the platform, you can see every stone of the structure is inscribed with an ancient Ogham glyph. A double stone wall is not the only thing protecting this place.

You squeeze past the narrow entry and into the structure, where a serene feeling washes over you. Inside, everything is stable, unmoving, and quiet.

- **Rest** (this ends your day) – go to Verse 6.
- **Search the structure** – go to Verse 5.
- **Leave** – Exploration ends.

4

Discard the Orrin's Resolve Location card (**180**), replace it with a random Tuathan card and move your Characters there. Exploration ends.

5

Whoever created this place made sure to leave it in a state that could benefit other travelers. The low bunk beds with straw mattresses are neatly made. In a pantry, there are still some provisions left: a crate of edible hardtack, a cask of aged mead, and some salted fish you'd rather not try. The armory is almost empty. A broken arbalest with steel string rests on the workbench, near the chest where you find some useful items. You even discover a small indoor garden, where three magic crystals hang above the earth-filled basin, bursting with wild plants that choke one another in the limited space.

Careful inspection also reveals some more worrying details. A small, improvised altar holds several melted candles and personal mementos, most likely belonging to people who perished here. Two of the bunks are stained with old, dried blood. Someone etched a long row of lines on the wall near the entry. You count around three dozen.

If you **don't have** part 3 of the "**Strange Encounters**" status, gain this part of the status, as well as 4 Food, 2 Wealth, and 2 non-companion Items.

Go back to Verse 3 and make another choice.

6

It doesn't take long for this place to feel like home. For the first time in a long while, you feel safe – something you never expected in the contorted ruin of Tuathan.

Each Party member restores 5, loses 5 and Passes for the rest of the day. Gain the "**Shelter in the Storm**" status.

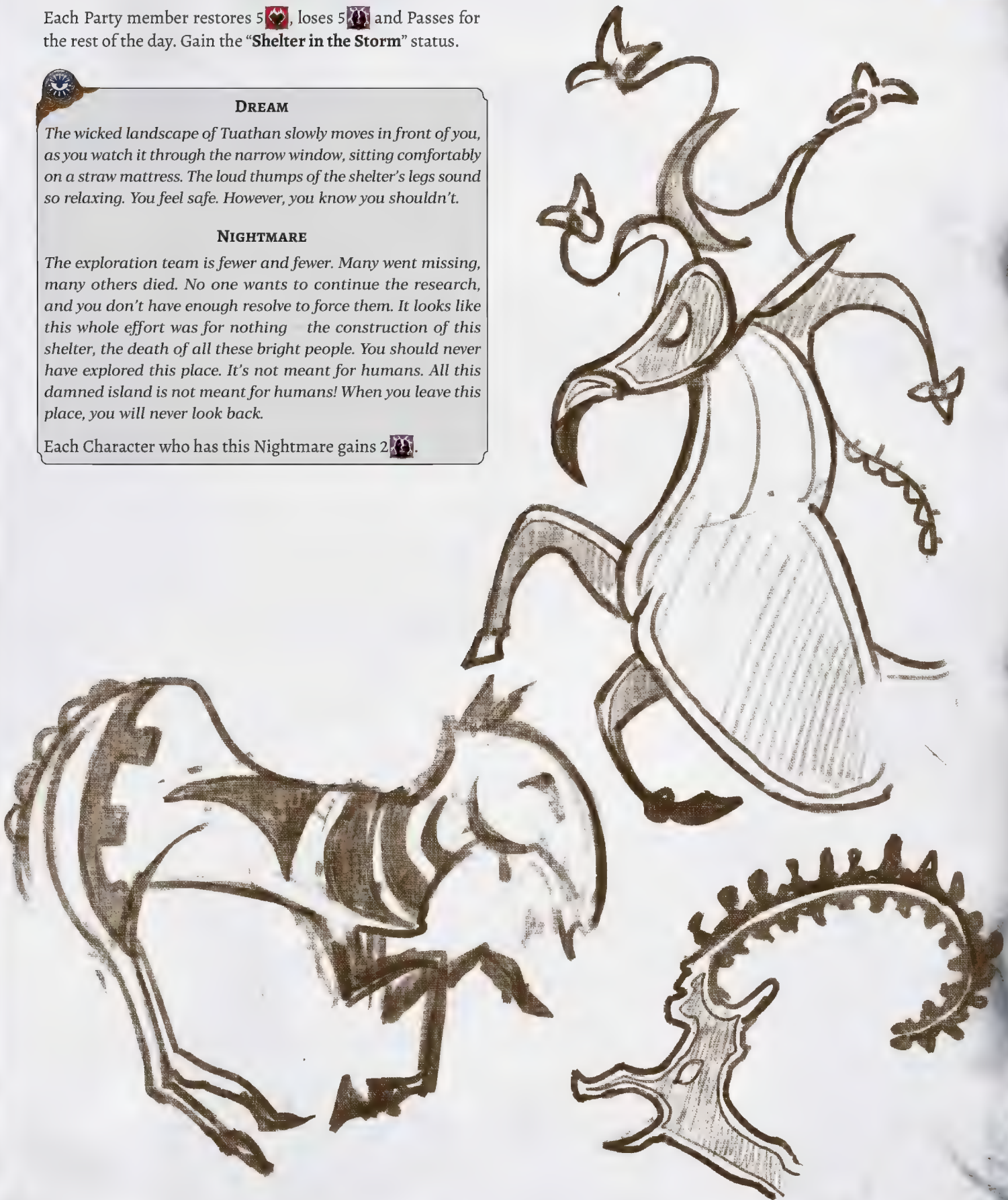
Dream

The wicked landscape of Tuathan slowly moves in front of you, as you watch it through the narrow window, sitting comfortably on a straw mattress. The loud thumps of the shelter's legs sound so relaxing. You feel safe. However, you know you shouldn't.

Nightmare

The exploration team is fewer and fewer. Many went missing, many others died. No one wants to continue the research, and you don't have enough resolve to force them. It looks like this whole effort was for nothing – the construction of this shelter, the death of all these bright people. You should never have explored this place. It's not meant for humans. All this damned island is not meant for humans! When you leave this place, you will never look back.

Each Character who has this Nightmare gains 2.



185 Heart of Tuathan

You've seen so many beautiful and terrifying things in the realm of the Fore dwellers, yet you have no doubt this is the pinnacle of your journey. From all sides, from above and from below, the city converges in a single point – the eye of the storm.

An impossible stone citadel suspends here, upside down, its towers hanging like stalactites. A path twisting around itself like a ribbon leads to the open gate, and a mighty statue stands on its head. There's no mistake – this is Kamelot!

As you approach the gate, you wonder how it could end up here – until you almost trip over the severed arm of a Fore-dweller warrior. His tar-like blood seeps between the cobblestones. Someone was recently here!

- **Enter the citadel** (requires all Characters) – go to Verse 1.
- **Drop the Grail at the doorstep and leave** (requires the "**True Grail**" Secret card (**7**) and consent of all players) – go to Verse 8.
- **Leave** – Exploration ends.

1

Bodies of dead Fore dweller warriors lie in the lower courtyard, hacked to pieces, their wyrdsteel blades shattered and bent. However, that's not the most startling sight here.

As in real Kamelot, a massive figure stands at the end of the courtyard. A ramp to the keep starts right between its feet and climbs up, flanked by two high walls with dozens of arrow slits. You look up at the figure and shudder. Instead of the familiar representation of Arthur, you see an abomination – half-man, half-Fore-dweller, its face contorted in fear and pain.

Each Character with more than 1 gains 1 .

Then, choose one:

- **Go to the throne room** – *The most direct way is the ramp to the upper keep, but you see even more bodies there.* Go to Verse 3.
- **Walk through the living quarters** (pay 1) – *Navigating the vast complex will surely take some effort.* Go to Verse 2.
- **Leave** – Exploration ends.

2

After moving through a dozen richly decorated yet unremarkable chambers, you enter a large study with arched windows. Morgaine lives and works here in real Kamelot, but this chamber seemingly belongs to a tidier and more organized student of the mystic arts. The workbenches are clean, various tools rest in labeled compartments, and shelves carry hundreds of books, many dating back to the homelands beyond the sea. You wonder what knowledge they possess.

- **Browse through the books** – go to Verse 6.
- **Get back to the lower courtyard** – go to Verse 1.
- **Go deeper into the corridors of the citadel** – go to Verse 4.

3

If there's a Time Token on this Location, you are able to pass safely, go to Verse 4. Otherwise, read on:

Averting your eyes from the stone monstrosity above you, you make your way up the ramp. A battle raged here; you count at least ten fallen Fore-dweller warriors. You almost reach the gate of the upper courtyard when one of the bodies rises slowly and looks toward you. The severe dent in this warrior's three-eyed helmet seems to have only dazed him.

Resolve the Fore-dweller purple Encounter (Difficulty 4). You start this Combat with 8 markers in your Combat Pool. If you win, put a Time Token on this Location and go to Verse 4. Otherwise, Exploration ends.

4

Silence and dust reign in this abandoned throne room. The throne sits empty. To the right, archways lead deeper into the citadel. To the left, an entrance should lead you to the chamber of the Order, where the Round Table once stood.

The last thing you notice is the niche in the throne, above the headrest – its shape precisely matches the Grail.

- **Return to the lower courtyard** – go to Verse 1.
- **Enter the corridors to the right** – go to Verse 2.
- **Leave the Grail here** (requires "**True Grail**" Secret card) – go to Verse 5.
- **Enter the chamber of the Round Table** – go to Verse 7.

5

You place the Grail in the throne and feel as if a great burden was lifted from your shoulders. Then, a pained moan echoes from the Round Table chamber to the left of the throne room.

Discard the "**True Grail**" Secret card (**7**).

- **Return to the lower courtyard** – go to Verse 1.
- **Enter the corridors to the right** – go to Verse 2.
- **Enter the chamber of the Order** – go to Verse 7.

6

The study seemingly brims with books, but peering over them shatters this illusion. Some tomes are blank. Gibberish fills others. Some turn out to be blocks of paper fused with leather binding into solid chunks. They all seem more like a hazy memory of books, rather than a real thing.

You know Fore-dwellers raise their structures by solidifying pure wyrdness with the power of their minds. Is that what happened here? But who could have enough energy to build a structure of this size and complexity?

As you ponder, a painful wail echoes from a nearby corridor. There's still someone here. You must hurry.

- **Return to the courtyard** – go to Verse 1.
- **Delve deeper into the corridors of the citadel** – go to Verse 4.

7

Instead of a round oaken table, you find a pit filled with something akin to boiling blood. Twisted wyrdstone facsimiles of the knights encircle the pit, forever frozen in their penitent poses. Though this place is ominous and chilling, it also feels strangely like home.

You peer over the edge, into the pit, and almost fall in as a sudden movement startles you. On the other end of the pit, the most towering figure shifts. With horror, you realize it's not another stone knight — a hulking behemoth in heavy armor turns toward you.

You stand before Arthur, the Once and Future King, Slayer of the Fore-Dwellers, Savior of Humanity.

Each Party member gains 1 .

- **Retreat** – *You're not yet ready for this.* Go to Verse 4.
- **Approach him** (this ends this Chapter!) – Go to:

8

You have no wish to meddle in Fore-dweller affairs or investigate this twisted place. Whatever waits inside, you came here to do one thing only, and — by gods — this what you will do.

You place the cup just outside the gate and turn your back on it, but as you withdraw down the wyrdstone ramp, second thoughts gnaw at you — this is likely the last time you will be here. In your final days, as you ruminate about your travels in a chair by a fireplace, will you regret never setting foot in the Heart of Tuathan?

- **Change your mind** – *You pick the grail up and enter the fortress.* Go to Verse 1.
- **Keep going** – discard the "**True Grail**" Secret card (**7**). Go to Verse:

190 Kamelot

If you **have** the "**Winds of Wyrdness**" status, remove this Location card from the game and replace it with Location **195**. Otherwise, read on:

Finally! The walls of this ancient seat of power climb toward the sky before you. Filled with awe, you approach an arching stone portcullis. Only up-close do you notice signs of age and neglect. Portions of the battlements are crumbling. A tower has collapsed into the sea.

The flag is at half-mast as it has been for countless years.

It seems Kamelot is not exempt from the desolation of this realm.

If you **have** the "**Peace in the Borough**" status, go to Verse 2.

Otherwise, go to Verse 1.

1

The gates of Kamelot are closed. It's not surprising with all the trouble in the borough just outside.

- **Demand entry** (requires 6 Rep) – *The guards must have heard of your exploits!* Go to Verse 2.
- **Leave** – Exploration ends.

2

You've never been this far from home! As you step into the shadow of the looming fortress, you can't help but wonder what awaits.

The castle seems empty at first. Dust covers its vast rooms and halls once the beating heart of the island. After a while, a pair of guards notice you and inquire whether you're lost.

- **Ask to see the king** – go to Verse 13.
- **Request an audience with Morgaine** (requires all Characters) – *An infamous sorcerer who somehow managed to extend her life beyond any measure would make for a powerful ally.* Go to Verse 14.
- **Request an audience with Lancelot** (requires all Characters) – *The Round Table protected the realm for centuries, and in the absence of Arthur, Sir Lancelot is its leader.* Go to Verse 4.
- **Attend the meeting of the Order** (requires part 8 of "**Restoring the Order**" status) – go to Verse 18.
- **Rest a while and leave** – Each Party member gains 1 . Exploration ends.

3

Lancelot is visibly saddened, but he claims there's little he can do without his knights.

"Moonring is still powerful. I would hate to make enemies of druids in a time like this. I only know that Amergin, the current Archdruid, always loathed death magic. Can I ask you to bring this to his attention?"

New Task: Ask Amergin about the ritual.

Go to Verse 4 and make another choice.

4

If you **have** the Secret card **51** or Secret card **19**, go to Verse 20. Otherwise, read on:

Guards lead you through an empty, cavernous throne room to one of the side chambers. You feel like you've already seen this room but it was different? Instead of a table, there was a pit; instead of red cloth a pool of blood.

You shake this strange feeling as Lancelot approaches, his broad shoulders slumped, his eyes distant.

- **Ask Sir Lancelot to help Cuanacht** – go to Verse 19.
- **Ask about Neante** (only available in **Chapter 3A, part 5**) – go to Verse 15.
- **Ask if you can do anything to help** – go to Verse 12.
- **Report Gaheris' actions in the borough** (requires at least 3 parts of "**Helping the Knights**" or "**Supplying the Revolt**" status) – go to Verse 21.
- **Report strange activity in the Bloodied Glen** (requires part 1 of the "**Glen Ritual**" status) – go to Verse 3.
- **Leave** – Exploration ends.

5

A shy handmaiden leads you up several flights of stairs to one of Kamelot's towers. Finally, she stops by a dark oaken door. When she leans to open the door, you catch a glimpse of red streaks on her arms and back.

"My lady, someone's here to see you," the handmaiden says with visible dread.

Morgaine barely notices you, completely occupied with a moldy grimoire and alchemical apparatus. Her curses are distinctly unladylike.

- **Show Morgaine the Grail** (only available in **Chapter 3**, requires Secret card **8**) – go to Verse 17.
- **Ask her to help Cuanacht** – go to Verse 6.
- **Ask her why the menhirs are going dark** – go to Verse 7.
- **Offer to relight all the menhirs in the realm** – go to Verse 8.
- **Leave** – Exploration ends.

6

Her laughter pierces your ears like a hundred of sharp needles.

"What do I care? The realm crumbles! The wyrdness eats us alive. Don't you think there are matters of larger importance than your gods-forsaken hamlet at the end of the world?"

Go to Verse 10.

7

"Why wouldn't they? Magical powers are finite, like everything in this world. The menhirs had to wear themselves out finally. That fool Arthur should have known, but he thought it a problem for another time. And here we are, at this damn time."

Go to Verse 10.

8

"You're not the only one with this power, you know. If I wanted it done, I would have done it myself. If you haven't noticed by now, these stones take a heavy toll on whoever powers them. You may be able to keep some alight for a week or even a month. But what then? No we must find another solution before it's too late."

Go to Verse 10.

9

Again, a shy maid leads you to Morgaine's study.

If your is at least 2, go to:

Otherwise, go to Verse 16.

10

"Now get out! Unless..."

Morgaine's eyes narrow.

"Unless you want to make yourself useful. If you serve the realm well, the realm shall repay you. I may even be persuaded to help your kin in Cutan... Cunata... whatever you call this place. So, what is it going to be? Will you work for me?"

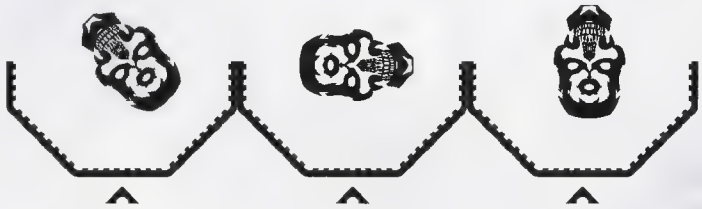
- o **Listen to her offer** – go to Verse 11.
- o **Leave** – Exploration ends.

11

Morgaine gestures around her dark study.

"As you can see, Kamelot's best days are behind. Not long ago, a section of the wall collapsed with one of the towers. Fortunately, no one was inside. Unfortunately, in the tower's chamber, there was an item dear to me. Getting to the beach below is a two-day journey back through the borough, down the Titan's Steps, and over the Dark Morass. Or, if you're brave enough, you can speak to the smugglers in the borough. I'd send one of the knights, but this fool Lancelot claims he has none to spare. If you do this for me, I may be persuaded to help your little hamlet."

- o **Agree** (This will end your Chapter) – go to:



- o **Leave** – Exploration ends.

12

"The Round Table is gone from Kamelot," Lancelot says with a deep sigh. "So many knights are lost, I struggle to keep count. Gaheris keeps the revolt at bay. Bors disappeared in the west when he tried to put a stop to a bloody feud between Crow's Nest and Timberwall. Bedivere and Palamedes are on a secret mission up north. They asked for help, so I sent Gawain their way. Now, all three are gone. Agravain went to the gates of Tuathan to confirm the rumors of Fore-dweller reappearance. Gerraint is dead. The druids of Moonring had the right to name his replacement, but they failed to do so for reasons unbeknownst to me. Lamorak headed west, to the other side of the island, investigating the danger of the wyrdness. I haven't heard from him since. As for Galahad, he's been lost for a long time now, but we can't pick his replacement until this death is confirmed. The Order of the Round Table has never been this close to annihilation. Now you understand why I have no knights to spare. Maybe if you could reach them and help them home..."

You look into his eyes and can't help but wonder: can the Order still be restored to its former glory? And should they get a second chance, if they already failed the people of this land?

New Task: Rebuild the Round Table; help most of its knights achieve their goals.

New Task: End the Round Table for good; ensure no more than one knight returns to Kamelot.

Hint: these tasks are mutually exclusive and completing them requires all but two parts of either "**Restoring the Order**" or "**Fall of Chivalry**" status.

Exploration ends.

13

At first, the guards think you're joking. Then, they burst with laughter.

"King?" one of them says though his tears. "You simpleton! The king's last return was a century ago! Were you born under a rock?"

If your is at least 2, you get into a fight with the guards and are soon kicked out. Each Party member loses 2, and Exploration ends.

Otherwise, go to Verse 2.

14

If you're playing **Chapter 3** and **have** the "**Cherished Belongings**" status, go to Verse 9.

If you **have** the "**Morgaine's Task**" status or if you're playing **Chapter 4-15**, Morgaine won't speak to you until you fulfill her request. Exploration ends.

Otherwise, go to Verse 5.

15

Lancelot is reluctant to speak. He says those are important matters of the Order's security.

- **Ask him why your actions so far haven't earned trust** (requires at least 5 different parts of the "**Restoring the Order status**" status and 5 Rep) – go to:

- **Try to sway him with your diplomatic skills** – go to:

16

As you enter her study, Morgaine barely acknowledges your presence. She stretches her hand in your direction, looking at you only after you place the small memento in her hands.

As she inspects the straw doll, for a split second, you see enormous sadness on her face. Her eyes start to water.

"My sister gave me this when..." she starts, but cuts off.

"I have what I needed," she says after a moment, her gaze hardening, "and that's all there is to it. As for you, I guess you can be of some use after all. Ready to help your realm, your people, and your lady?"

Her offer gives you a pause. Morgaine is undoubtedly the rightful ruler of Kamelot, and she does seem more human than folks make her out to be. Still, is she the person you should support?

- **Agree** – go to:

- **Refuse** – **New Task:** Find a way to serve the Lady of the Lake or involve yourself in the War for Avalon in one of the island's main cities. Exploration ends.

17

Morgaine is surprised by the relic in your possession, though not particularly impressed. She appears more upset than anything. She orders her guards to take the cup from you and says:

"This explains a lot. This foul thing you gave me is not what you think it is. Trust me, I spent days studying a vessel just like this one."

Go to:

18

You are brought to the hall of the Order, halting after stepping foot inside. You barely recognize this place! Nearly all the seats by the Round Table are taken, and torchlight reflects off a dozen of longswords lying upon it. Almost every major knight is present, both veterans and freshly knighted replacements. When they notice you, they stand up, one by one.

Lancelot approaches you and shakes your hand.

"We're about to start a war council the first in many years. But first, we wanted to thank you for your service. You will always be remembered as the person who brought the Round Table back from the brink of annihilation, and you will always have an honorary place at our table."

Then, he pins a golden mark to your chest.

Gain the "**Crest of the Order**" Secret card (**51**). Each Character gains 5 Exp and 5 Rep.

If you're playing **Chapter 7: part 1**, go to Verse 490 in the Book of Secrets. Otherwise, exploration ends.

19

You didn't think it was possible, but the sadness in Lancelot's eyes seems deeper now.

"Forgive me, for I know how deeply my Order continues to fail this land. There's simply nothing I can do to help your kin right now.

Go to Verse 12.

20

The chamber of the Round Table is closed for now, and Lancelot regretfully cannot see you.

Exploration ends.

21

Lancelot makes sure no guards are nearby and steps closer.

"Many will tell you that the Round Table has strayed from its rightful path of chivalry and honor. Do know that we're now fewer than ever, and faced with ever-mounting list of impossible tasks. We do what we can to get by, even if sometimes these actions are... violent. Instead of judging us, maybe you'd like to help us?"

- **Yes** – go to Verse 12.
- **No** – *Sir Lancelot says a courteous but cold goodbye.* Exploration ends.

Dream

You are Morgaine, staring at your reflection in the ornate mirror wrinkles in the corners do a good job of showing your enormous fatigue. A younger you appears in the mirror and places a hand on your shoulder. It feels better. You start to relax, but then more Morgaines showing in the room elderly ones, girls, even children. They talk louder and louder and, in the end, all end up shouting and arguing with each other. The mirror fractures.

Nightmare

What a beautiful evening! From the top of Kamelot's battlements, you observe the sun, setting and sinking into the sea. Reflections waver on the water and Shimmering Flats. Suddenly, your stomach drops. You fall, and the tower crumbles along with you.

Each Character who has this Nightmare gains 1.

195 Besieged Kamelot

If you **have** part 7 of the "**Left Behind**" status, go to Verse 10. Otherwise, read on:

The castle stands as it always has, if worse for wear. However, the vast stretch of land between the cyclopean walls and the hovels of the borough is now filled with small encampments. Some people look like harmless settlers from faraway farmholds. Others are armed to the teeth, sticking to their own company and plotting in hushed voices.

Is Kamelot under siege? Even if not, this may change any second now.

If you **have** part 8 of "**Restoring the Order**" status, go to Verse 6.

Otherwise, go to Verse 4.

1

Morgaine thanks you coldly for your services so far. Then, she reveals her plan to make a haven in Kamelot, shoring up the castle's defense against wyrdness with menhirs from other, endangered towns. Her first target is Cuanacht, and she needs your help. Her forces cannot navigate wyrdness alone, but with you as their guide...

The thought of helping your ally take the last spark of hope from your hometown makes your skin crawl. Yet, in the days when the last pockets of humanity turn on one another, you can no longer hold more than one loyalty.

- **Refuse** – *You are escorted out of the keep.* Exploration ends.
- **Remind her that in the Heart of Tuathan, she promised to tell you something** – go to Verse 14.
- **Accept** – go to Verse 16.

2

What do you want to do now?

- **See Lancelot** (only if you **don't have** part 1 of the "**Lost and Fallen**" status)– go to Verse 11.
- **See Morgaine** (only if you **don't have** part 5 of the "**Lost and Fallen**" status and don't have part 5 of the "**Final Confrontations**" status) – go to Verse 3.
- **Investigate the fate of Siobhan** (only available in **Chapter 11**, requires part 2 of the "**Pathfinder**" status) – go to Verse 13.
- **Wait until nightfall to open the gate for Ultan's raiders** (only available in **Chapter 11**, requires part 3 of the "**Pathfinder**" status) – go to Verse 8.
- **Wait until nightfall to sneak into Morgaine's study to steal her books** (only available in **Chapter 11**, requires part 5 of the "**Pathfinder**" status) – go to Verse 9.
- **Rest and recover** (pay 2 Wealth per Party member; free if you **have** the "**Crest of the Order**" Secret card) – each Party member Passes for the rest of the day. Each Party member gains 1 more and loses 1 more during this Rest.
- **Ask guards to let people of the island into the castle** (only available in **Chapter 13**) – go to Verse 17.
- **Use Secret 33** (requires Secret card **33** and part 4 of the "**Last Haven**" status) – go to Verse 5.
- **Leave** – Exploration ends.
- **Finish your journey and settle here** (requires all Characters and part 4 of the "**Remnants**" status; this ends your Campaign!) – go to:

3

If you **have** part 1 of the "**Final Confrontations**" status, go to Verse 18.

If any Character in the game has Secret card **78**, go to Verse 7.

Otherwise, go to Verse 1.

4

The gate is barred shut. At Morgaine's orders and for the first time in recorded history, Kamelot has turned its back on smallfolk. The Round Table was too weak and disorganized to object. Now, only those who can pay their way in can enter.

- **Offer a lavish bribe** (pay 6 Wealth per Party member) – go to Verse 2.
- **Offer supplies** (pay 4 Food per Party member) – go to Verse 2.
- **Use your influence to obtain entry** (pay 6 Rep per Party member) – go to Verse 2.
- **Ask guards to let people into the castle** (only available in **Chapter 13**) – go to Verse 17.
- **Use Secret 33** (requires Secret card **33** and part 4 of the "**Last Haven**" status) – go to Verse 5.
- **Tell them you're working for Morgaine** (requires "**Morgaine's Task**" status and 6 Rep) – go to Verse 2.

5

If you **have** part 4 of the "**Remnants**" status, this place is already full – Exploration ends. Otherwise, read on:

People enter the castle eagerly, hoping the ancient, crumbling walls might save them. You're not so sure, but you say nothing.

Gain part 4 of the "**Remnants**" status. Each Character gains 3 Rep and 3 Exp.

Then, choose one:

- **Leave** – *There are still things you want to do and places you want to see.* Exploration ends.
- **Finish your journey and settle here** (requires all Characters; this ends your Campaign!) – go to:

6

The gate is open, but a group of knights, soldiers, and scribes blocks the passage. They search and interrogate everyone seeking shelter in the castle. Only people with useful trades can enter, and even then only without their weapons.

Those rejected return to the makeshift camp on the edge of the borough.

You're lucky. As soon as the knights see you, they hail you by name and let you through.

Go to Verse 2.

7

A hunched servant takes you to the empty throne room, asks you to wait, and disappears. A moment later, a familiar voice booms from the balcony overlooking the chamber.

"You thought I could forget your affront — forgive what you did the last time I asked for your help? One does not defy Morgaine la Fay, keeper of Kamelot and granddaughter of goddess Morrigan!"

Two dozen crossbowmen appear on the balconies and emerge from side entrances. You realize you have only a moment before you die.

If you **have** the "**Cherished Belongings**" status, go to Verse 19. Otherwise, go to:

8

The task becomes more challenging than expected: at night, soldiers guard the gate. You must find a way to distract them.

Go to:

9

Each Party member pays any amount of Magic and . Divide the total sum spent by the number of Characters (rounding down) and set that many markers aside. Then, go to Verse 15.

10

The castle is razed and abandoned. The mighty gate stands ajar, and smallfolk wander the courtyards and halls, still unable to fully grasp the death of the realm's heart.

Each Party member gains 1 . Exploration ends.

11

If you **have** part 6 of the "**Final Confrontations**" status, go to Verse 20. Otherwise, read on:

Lancelot seems less troubled than last time. The closeness of the danger pushed him to find some hidden source of inner strength.

"You're from Cuanacht, yes?" he asks. "I have a delicate matter to settle there. As we prepared Kamelot for the long siege of wyrdness, some of our shipments of food and wares were raided near your hometown. I hear many desperate folks there turned to banditry — this will not stand. Investigate the matter, make an example of the perpetrators, and return our stolen property. Both the Round Table and the people of Kamelot will be grateful."

Your hands begin to sweat. The thought of prosecuting your hometown does not bring you joy, but in times like these, you can no longer hold more than one loyalty.

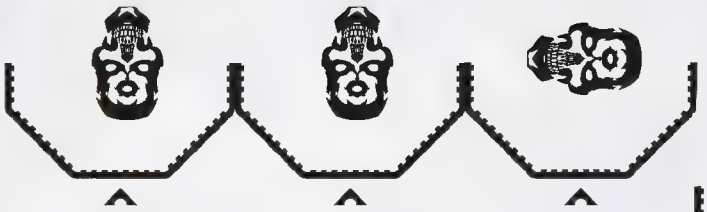
Gain part 6 of the "**Pathfinder**" status.

New Task: Travel to Cuanacht and kill those responsible for the raids.

Go back to Verse 2 and make another choice.

12

Go to:



13

You spend the rest of the day pulling any strings you can, and you come to a chilling conclusion. Siobhan did arrive at the castle, several days ago. With one other girl, she was taken to Morgaine's private chambers – a place where many other girls disappeared forever.

- **Sneak into the private chambers** – each Party member pays any amount of Magic and . Divide the total sum spent by the number of Characters (rounding down) and set that many markers aside. Then, go to Verse 15.
- **Leave to tell her mother the sad story** – gain part 2 of the "**Final Confrontations**" status, and go to:

14

With a mysterious smile, Morgaine tells you the story of a group of travelers who six hundred years ago followed Arthur into Tuathan and witnessed the creation of his malformed echo of Kamelot. Then and there, something happened even Morgaine does not understand – the essence of these travelers became immortal and bound to Avalon. Since then, the travelers have returned each generation, under different names, and in different bodies. Morgaine claims you are the next embodiment of these essences. Your souls are unlike any other, though their origin and purpose remain a mystery.

You realize Morgaine was not truthful when she promised you answers. In the end, she gave you only a sliver of knowledge and a barrelful of new questions. Still, she technically fulfilled her part of the bargain.

Now, go to Verse 1 and make another choice.

15

Roll a die, add the values of your and , as well as the number of markers set aside in the previous Verse. Discard all markers you've set aside and check the result:

1-10 – *You were discovered, severely beaten, and thrown out of the castle.* Each Party member loses all . Exploration ends.

11+ – *You trick some servants, sneak past the armed patrols, and eventually enter the secret area of the castle.* If you have part 5 of the "**Pathfinder**" status, go to Verse 12. If you **have** part 2 of the "**Pathfinder**" status, go to:

16

Morgaine provides you with a retinue of soldiers who follow you on your travel to Cuanacht with a wagon big enough to bring the menhir back to Kamelot.

Gain part 1 of the "**Pathfinder**" status.

New task: Visit Broken Cuanacht (**121**) and decide whether you want to fulfill the promise made to your ally.

Exploration ends.

17

At first, they laugh. After a moment, they realize you are serious, and explain with a hint of shame that it isn't possible. Kamelot can't provide for more people. To let in a larger group would be to condemn those already sheltered behind its walls.

- **Leave** – Exploration ends.
- **Tell them you'll provide the supplies** (pay a total of 15 Wealth or Food per Character) – go to:

18

Morgaine thanks you for everything you've done for her and Avalon. She leads you to her parlor and, over a bowl of fine mead, says:

"You served me well so far, but Avalon still needs you. Become my personal guard. Settle in Kamelot with me, and you will never worry about anything to survive. You will, of course, help me acquire other menhirs from the island. But, as you have seen, it's not hard with my army and your unique talents. What say you?"

- **Accept and settle in Kamelot** (requires all Characters; this ends your Campaign!) – go to Verse 21.
- **Refuse and leave** – Exploration ends.

- **Refuse and instead set out to help Avalon's communities** (only available in **Chapter 12**, requires **all Characters**; this ends your Chapter) – go to:

19

After a tense moment, Morgaine laughs loudly and lowers her hand.

"You disappoint me. But you also helped me once, and to repay this debt, I'm letting you keep your life. Let this be a warning!

Go to Verse 1.

20

You find Lancelot brooding atop the castle wall.

"You did it," he says in disbelief after you report your success. "Yet again, Kamelot is indebted to you."

He leans heavily on the battlements, looking to the west.

"Yet again, the Round Table couldn't sort out its own problems. The knights of old, the first Lancelot, founders of the Order would they have stooped so low? Doesn't this prove we are no longer worthy of their legacy? Unless..."

He suddenly regains his vigor. "The time has come to do something worthy of a song. When your journeys are over, find me in the Longbarrow watchtower."

New Task: Find Lancelot in Longbarrow (**152**) in **Chapter 15**.

Now, go to:

21

Go to:

Dream

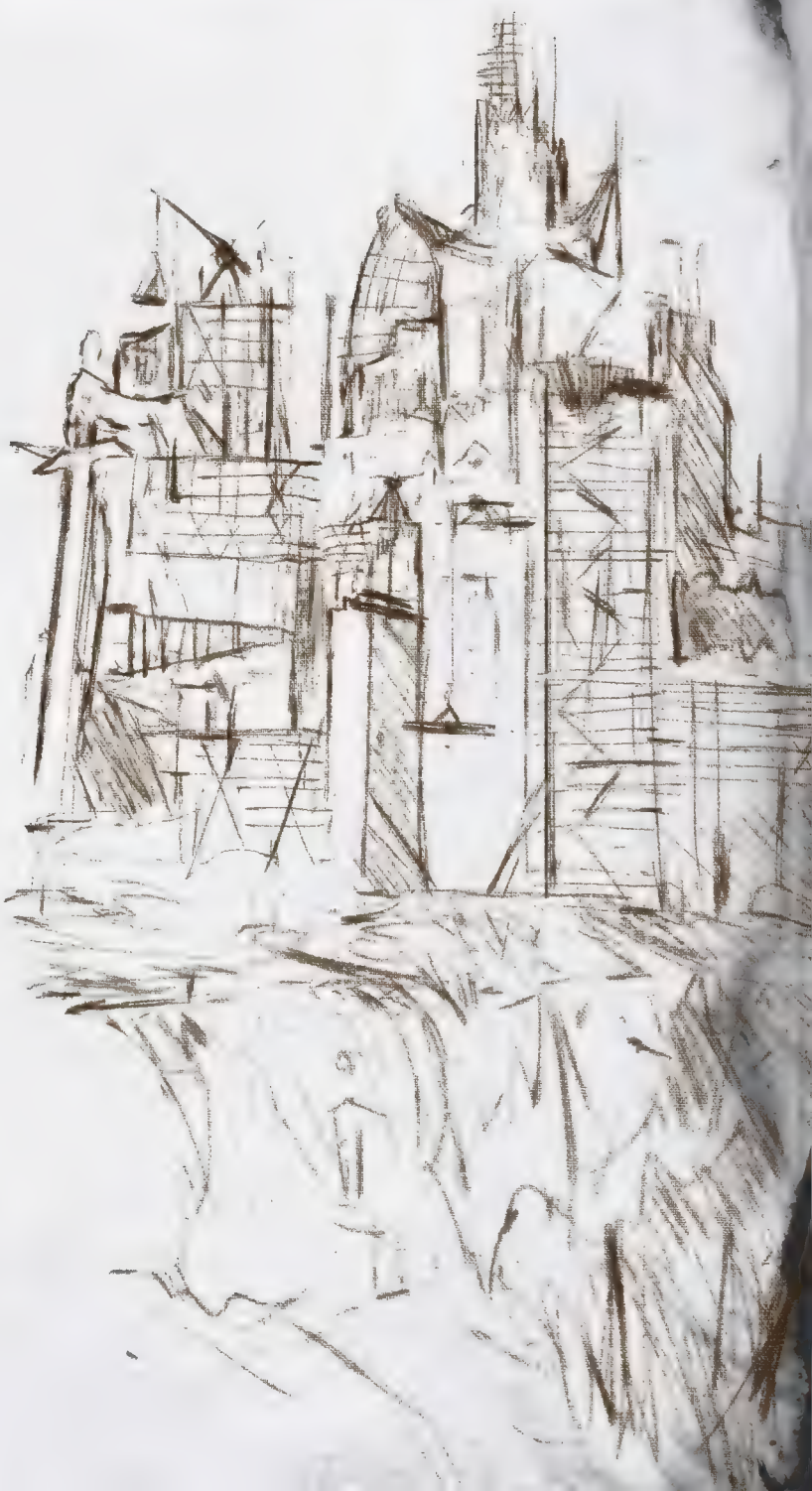
Despite the coming storm, your dreams here are peaceful and rejuvenating.

Each Character who has this dream loses 1.

Nightmare

The throne room in Kamelot is empty, its gate bent and folded strangely. A long procession of Fore-dwellers enters the chamber. They halt in the middle, ignoring everything the throne, intricate tapestries, golden chandeliers. Instead, they focus on the resonating staves they jam into the floor. Then, the heart of Kamelot dissolves into pure wyrdness.

Each Character who has this Nightmare loses 1 and gains 1.



199 Tuathan

1

Roll a die twice – once for the column and once for the row. These rolls cannot be modified in any way.

If any Character has Secret card **78**, check your result in Table 2. Otherwise, check your result in Table 1.

Table 1

	1	2	3	4	5	6
1	Verse 67	Verse 6	Verse 10	Verse 13	Verse 41	Verse 60
2	Verse 16	Verse 19	Verse 15	Verse 44	Verse 62	Verse 4
3	Verse 55	Verse 65	Verse 25	Verse 25	Verse 47	Verse 11
4	Verse 29	Verse 40	Verse 40	Verse 30	Verse 30	Verse 53
5–6	Resolve a purple Encounter, then roll again. If this is also your second result, gain 1 Quest Token instead.					

Table 2

	1	2	3	4	5	6
1	Verse 6	Verse 10	Verse 13	Verse 5	Verse 16	Verse 24
2	Verse 21	Verse 51	Verse 31	Verse 15	Verse 44	Verse 4
3	Verse 20	Verse 65	Verse 25	Verse 3	Verse 11	Verse 40
4	Verse 30	Verse 30	Verse 56	Verse 45	Verse 27	Verse 59
5–6	Draw two purple Encounters, resolve one with the higher Value, then roll again. If this is also your second result, gain 1 Quest Token instead.					

3

Tall grass covers the square, its blades as sharp as swords from Erfyr's forge. Traversing this place won't be easy.

- **Go through the grass; you have no choice** – go to Verse 9.

4

A thick, glossy membrane suspended between two high buildings blocks your way. It pulsates slowly with a wet, disgusting sound.

- **Climb the buildings and go around the membrane** (requires "**Adventurer's Kit**" Item) – Pay 2 per Party member. Gain 1 Quest Token. Exploration ends.
- **Try to push through the membrane** – go to Verse 14.

5

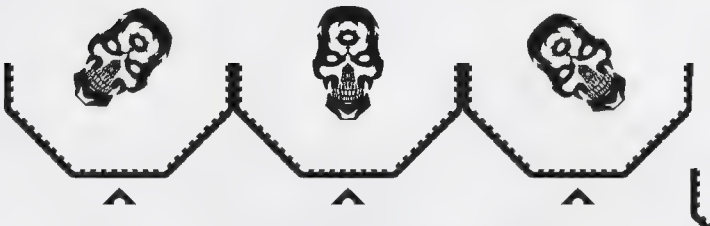
You fight your way through a swarm of luminescent butterflies. Their soft wings brush your face, your hands. The insects crawl under your clothes, irritating your skin. When you pluck them off, you notice greasy, caustic gunk covering you. Out of the goo, tiny fungi grow, digging their mycelia into your skin. You scrape them off with disgust and move on.

Each Party member gains 1 for each point of their . Each Party member loses 2 . Gain 1 Quest Token. Then, Exploration ends.

6

The buildings around you quiver. You notice the walls are made of creeping worms. Then, you feel the alley moving beneath you. You look down and cringe in disgust the grubs are everywhere!

- If you **have** Secret Card **44**, the sea of worms parts and you can walk with ease. Gain 2 Quest Tokens. Exploration ends.
- If you **have** Secret Card **39**, go to:



- If not, you wander between them, cringing in disgust. Each Party member gains 3 . Gain 1 Quest Token. Then, Exploration ends.

7

You run along a narrow alley as fast as you can, but in the end, the beast catches you. It's a giant wyrm, covered in wounds, confusion and hatred in its eyes. It focuses its sight on you and attacks with all its anger..

Resolve the "**Sun Wyrm**" green Encounter (Difficulty 4). Put 10 markers in the Combat Pool before the Combat starts. Then, regardless of the outcome, gain 1 Quest Token. Exploration ends.

8

You approach one of the beasts. At first, it is irritated by your presence, but after a moment it lets you climb it, then starts running. When it finally stops, the buildings around you are still strange and unsettling, but no longer impossible. When you climb down the creature, it collapses under its weight. The strange rules of nature keeping it alive no longer apply in this part of Tuathan.

Each Party member loses 2 . Gain 1 Quest Token. Exploration ends.

9

Roll a die and add your :

1-3 – *The blades cut your flesh deeply.* Each Party member loses 3 , reduced by their . Repeat the roll, adding +1 to the result.

4-7 – *You manage to get through, soaked in your own blood.* Each Party member loses 1 and gains 1 . Gain 1 Quest Token. Exploration ends.

8+ – *It wasn't easy, but you pass this place unscathed.* Each Party member gains 1 . Gain 1 Quest Token. Exploration ends.

10

Dust and small rocks rise from the ground and fill cavities in ancient walls. The air gets noticeably hotter, and the water spilled from your waterskin gathers into an unstable globe barely touching the ground.

You nudge the sphere. It falls with a splash then gathers again. It looks like this place can repair things or maybe turn time back? You notice even your wounds slowly close.

Each Party member gains 1 . Then, choose:

- **Leave** – Pay 1 per Party member, gain 1 Quest Token. Exploration ends.
- **Rest here for a while** – go to:

11

Something is wrong with space itself. You passed the wide street in no time, but now walk for a long while and can't even reach the facade of the building in front of you.

- **Try to find a way to leave this place** – go to Verse 48.
- **Use the burial mask** (requires Secret card **3**) – go to Verse 22.
- **Walk in one direction until you escape** – each Party member loses 4 . Gain 1 Quest Token. Exploration ends.

12

You draw your knife with hesitation. It feels wrong. But the rumbling and roars from behind grow closer, forcing you to act. You cut through the skin, releasing a stream of hot blood. All pelts start screaming: "Kill me! Kill me! Me too! I want to die!" You push through the gap, chased by the chilling cries.

Each Party member gains 1 for each point of their . Gain 2 Quest Tokens. Exploration ends.

13

This place is a maze! You walk between fountains of liquid resembling flowing agate. Its surface reflects oneiric scenes – impossible cities, your silhouette from behind, an otherworldly forest. They seem so real...

- **Touch the water** – go to Verse 32.
- **Try to find a way out of this place** – roll a die and add your , then go to Verse 23.

14

You hack the membrane with your weapons, but they bounce off harmlessly.

- **Go back** – *You don't want to deal with this thing.* Discard 1 Quest Token (if you have any). Exploration ends.
- **Rest with your back against the membrane.** Go to:

15

First, two walls almost crushed you as they closed in. Then, you ran away from a fountain spraying caustic tar. And now, you find yourself trapped in a cage-like room. Long spikes come at you from each side..

Roll a die and add your . Then, go to Verse 35.

16

You go up the stairs, but see the ground above you! What's worse, you can see your own back, as if another version of you ascends the stairs just a few paces ahead. You don't feel well.

Party members with 2 or fewer gain 2 and lose 1 . Party members with 3 or more gain 1 Exp.

Gain 1 Quest Token. Then, Exploration ends.

17

The figures are more detailed now; they almost look like you! But they are higher, stronger. You don't like the look on their faces. You make the same expression when you're about to attack.

Resolve the "**Angry Mob**" gray Encounter (Difficulty 4). Then, gain 1 Quest Token. Exploration ends.

18

You spend some pleasant time thinking about your journey so far. But then, you feel a strange heaviness. When you look down, you bark and lichen covering your body. You manage to break free at a horrible cost.

Each Party member loses all , gains 3 and loses 3 . Exploration ends.

19

Clouds disperse, and the air gets more pleasant – but the tides of wyrdness move even faster now. When resting, you notice a group of armor-clad figures in the distance. You call them, but they don't seem to hear you. Finally, they disappear. Shortly after, you notice a second group – four adventurers accompanied by a wolf – following the first party.

Each Party member loses 1 and 1 . Gain 1 Quest Token. Exploration ends.

20

You stand in an arboretum. Instead of trees, giant fungi and moss grow here. The place looks strangely serene.

- **Rest on the lush moss** – go to Verse 42.
- **Leave and try to find a way around it** – Each Party member loses 2 . Gain 1 Quest Token. Exploration ends.

21

The air gets so dense you can barely breathe! It's thick enough to swim. It would be an interesting experience, if only you weren't suffocating. You must get out of this place!

Each Party member pays 2 . Any Party member who cannot pay loses 4 . Gain 1 Quest Token and Exploration ends.

22

At first, nothing changes: your two eyes see through the mask as they did before. Then, a strange feeling engulfs you, as if there was another point of view, high on your forehead, allowing you to see the true nature of this place: a multi-dimensional tangleweb of passages. You pick the path that seems shortest and leave this place.

Gain 1 Quest Token and each Party member gains 1 Exp. Exploration ends.

23

Your result was:

1-5 – *You're trying to find a way out for hours, only to end up in the same place.* Each Party member loses 2 .Go to Verse 13.

6-7 – *After many hours of exhausting search, you find yourself at the exit of this beautiful labyrinth.* Each Party member loses 2 . Gain 1 Quest Token. Exploration ends.

8+ – *In some fountains, you spot a vision of yourself seen from a high above. You plan your way out based on this image.* Gain 1 Quest Token. Exploration ends.

24

You wade through snowdrifts, tired, and in need of a warming fire. In the distance, you see an older woman with a large carnyx on her back, passing through this wintry landscape with ease. You try to call her, but she disappears without responding. Who was she?

Each Party member who **doesn't have "Adventurer's Kit"** Item loses 3. Gain 1 Quest Token. Exploration ends.

25

In one of the warped buildings, you discover two large, black cauldrons filled with boiling acid. There's a wyrdsteel plate between them.

- **Go back** – *You don't like the looks of it.* Exploration ends.
- **Put something into the cauldrons:**
  - Place a dial in the first slot, representing the first cauldron, so that the arrow shows the number corresponding to the object you want to sacrifice: 1 Food (number 4) or 1 Wealth (number 6).
  - Then, place another dial in the second slot, representing the second cauldron: any Weapon (number 3) or 1 Magic (number 7).
  - Remember to discard all sacrificed Resources and Items. When there are dials in both slots, go to the following Verse in the Book of Secrets:

26

You are sure the pressure you feel from the surrounding darkness is real. You experiment for a while and discover that the shadows act like semi-solid matter. The light makes it thinner. You place your torch and traveling staff near the gap and build a bridge, carved out of the darkness. You make your first step gingerly. Fortunately, it works.

Each Party member gains 1. Gain 1 Quest Token. Exploration ends.

27

A membrane of pelts and skin blocks your way down the street. Similar sheets stretch across all side entrances. Leather flutters in the wind, making ominous sounds. You hear angry roars coming up from behind you.

You decide to hide in a back alley. As you approach the sheet blocking it, you notice it's not animal skin, but human. Suddenly, you hear a whisper coming from the skin itself: "Cut me. Rip me open and hide behind me..."

Each Party member gains 1, then choose:

- **Destroy the skin, as it wishes** – go to Verse 12.
- **Step back from this nightmare and run** – go to Verse 7.

28

You keep speaking to strange creatures, and they repeat more and more of your words. Eventually, they can put together simple sentences. They also have more details now noses, eyes, toes...

Roll a die. Add 1 for each point of your , and subtract 1 for each point of your . Check your result:

< 6 – *Something is wrong!* Go to Verse 17.

6+ – *You are probably handling them well.* Go to Verse 36.

29

Wherever you move, buildings lean in your direction. You enter a small plaza with a lichen-covered tree stump in the center. Inside it, there's a well. You glance into it – the water smells foul and is full of worms.

Each Party member gains 1. Then, choose:

- **Ignore the well and go on** – Pay 2 per Party member. Gain 1 Quest Token. Exploration ends.
- **Drink from the well** – Go to:

30

On top of a low wyrdstone construct, a vast forest grows. Long roots, thick as your torso, hang from crumbling, dry soil. Without proper support, the trees tilt in every possible way. But this damned city engulfed more than trees. A furious beast emerges from the crippled forest and advances toward you.

Draw 3 green Encounters and resolve the one with the highest Value (in case of a tie, resolve the one drawn first). Put the rest on the bottom of the deck. If you win the Encounter, gain 1 Quest Token.

Exploration ends.

31

Everything is so dark that you almost feel the shadows putting physical pressure on your body. Soon, you approach a gaping chasm in the ground. You can't see its end in the light of your torch.

- **Try to understand this place** (3 or more required) – go to Verse 26.
- **Jump across the gap** – go to Verse 38.

32

You touch the strange water...

Roll a die. Add 1 if you **have** at least 1 . Your result was:

1-3 – *Your body is sucked into the water and battered by hasty transportation.* Each Party member loses 2 and gains 3 . Gain 1 Quest Token. Exploration ends.

4-6 – *You're suddenly standing on the other side of the fountain. What happened? Your reflection is screaming, but you hear nothing.* Each Party member gains 3 . Gain 1 Quest Token. Exploration ends.

7+ – *You are now standing at the end of this labyrinth of fountains. It's a strange but fortunate outcome.* Each Party member gains 1 . Gain 1 Quest Token. Exploration ends.

33

The chaos overwhelms you. Eventually, you fail to notice a stone that hits your thigh. The next one smashes into your nose, and the third lifts you high above the ground. You crash back down. The pain is horrible, and you barely manage to crawl away.

Each Party member loses 4 and 2 . Gain 1 Quest Token. Exploration ends.

34

Weakness quickly leaves your muscles and bones. You think this might be a perfect place to sleep.

Each Party member gains 1 . Then, choose:

- **Leave the arboretum** – Each Party member loses 3 . Gain 1 Quest Token. Exploration ends.
- **Sleep here** – Go to:

35

Check your result:

1-4 – *You dodge first two spikes, but then one scrapes your leg, and you lose concentration.* Go to:

5+ – *Calmly, you take a position between the spikes. Once they stop moving, you have plenty of time to work out how to escape.* Each Party member loses 2 and 1 . Gain 1 Quest Token. Exploration ends.

36

Now, the figures resemble you. They smile at one another. They hug and engage in small talk. Some come to you and offer help in crossing this part of the city.

Each Party member gains 2 Exp. Gain 2 Quest Tokens. Exploration ends.

37

You get lost on a straight street! This shouldn't be possible!

Each Party member loses 1 . Go back to Verse 65.

38

Roll a die and add your .

Your result was:

1-4 – *You jump and fall into nothingness.* Go to:

5+ – *You jump, and, after a short flight, hit the other side of the gap.* Each Party member loses 2 and gains 2 . Gain 1 Quest Token. Exploration ends.

39

The figures approach from each side, surrounding you. Their faceless heads and weird bodies disturb you. You want to hack your way through, but one of the creatures grows a mouth and says: "Me?" Soon, lips appear on all the heads, each repeating: "Me? Me? Us?"

Gain part 5 of the "**Tuathan Exploration**" status. Then, choose:

- **Use brute force to escape** – go to Verse 50.
- **Try to communicate with them** – go to Verse 28.

40

The empty streets suddenly become full of people. They seem lost. It looks as if they are trying to behave like humans, but they're not sure how. And now, they are approaching.

Resolve a blue Encounter (if you draw "**Calm Before the Storm**", put it on the bottom of its deck and draw another card).

If you win, gain 1 Quest Token and each Party member gains 1 Exp, instead of the Reward listed on the Encounter card.

Otherwise, these strange doppelgangers attack you – instead of applying the Failure part of the Encounter card, each Party member loses 2 and gains 2.

Regardless of the outcome, gain 1 Quest Token. Exploration ends.

41

You enter a colossal temple that evokes an open ribcage. Gray, withered roots cover the floor and the walls. A large throne sits in the center, and it looks like the roots originate from under it. Suddenly, something attacks you from behind the columns!

Resolve a "**Fore-dweller Spirit**" purple Encounter (Difficulty 3). Then, choose:

- **Investigate the throne** – go to Verse 52.
- **Go on** – gain 1 Quest Token. Exploration ends.

42

The moss is comfortable, and you rest well. Maybe you should stay here longer?

Each Party member gains 1. Then, choose:

- **Leave the arboretum and find a way around it** – each Party member loses 2. Gain 1 Quest Token. Exploration ends.
- **Continue this pleasant rest** – go to Verse 18.

43

If any Party member has 0 – *You push one of the buildings with little effort, and it immediately falls. The crash is deafening. When the dust settles, you see a clear path out of this strange district.* Each Party member gains 2. Gain 1 Quest Token. Exploration ends.

Otherwise – *You strain yourself, but the building is stable. You can't move it at all.* Each Party member loses 1. Go back to Verse 65.

44

The sky resembles stained glass. The sun is enormous and whips you with scorching heat. You wander between crystal pyramids that cast rainbow shadows.

- **Hide from the sun in the shadows** – go to Verse 61.

45

As you run through a perishing city, the buildings collapse, and tendrils of wyrdness reach down from the sky, seeking something to grasp. The wind howls in your ears, bringing hopeless wailings. Suddenly, the alley you run through starts to break down as well. Cobblestones fall upwards toward the sky!

Try to avoid cobblestones and holes in the ground! Roll a die and add your . Your result was:

1-5 – go to Verse 33.

6+ – go to Verse 57.

46

You do your best to move between the strings, but you hit one of them anyway. It resonates with a wistful moan. You instantly feel overwhelming drowsiness and fall asleep.

You are in Cuanacht. Your neighbors look at you, disappointed and sad. "You told us it would be alright..."

Children break into tears. Instead of comforting them, their mothers grab stones and throw them at you. You try to run, but you can't move! Something holds your legs. You look down only to see the mythical king Arthur himself clutching you with bleeding hands.

Each Party member gains 2. Go to Verse 54.

47

Strange figures made of clay surround you. They lack faces and many human details, and they walk stumbling along the street.

If you **have** part 5 of the "**Tuathan Exploration**" status, go to Verse 40. If not, go to Verse 39.

48

- If you **have** at least 3 – *You managed to find a way to use those space aberrations to your advantage.* Gain 2 Quest Tokens. Exploration ends.
- **Otherwise** – *You are sure you can make it work. But after many experiments, you end up going in circles the whole day.* Each Party member loses all . Gain 1 Quest Token. Exploration ends.

49

The birds are not afraid of humans, so killing them is easy. But their flesh is bitter, and their eggs smell foul. But food is food, so you gather them anyway. You have another problem, though – a colossal shadow obscures the sun.

Each Party member gains 1. Gain 2 Food per Party member. Gain 1 Quest Token. Then, resolve the "**Hammerbeak**" purple Encounter (Difficulty 3). Exploration ends.

50

You push one of the figures, and it falls to the ground. But the one beside it pushes you back. You notice it now has your eyes, your nose, your face...

Resolve the "**Fetch**" gray Encounter (Difficulty 3). You can't Escape, and you don't gain any Reward or Loot listed on the Encounter card. Then, go to Verse 17.

51

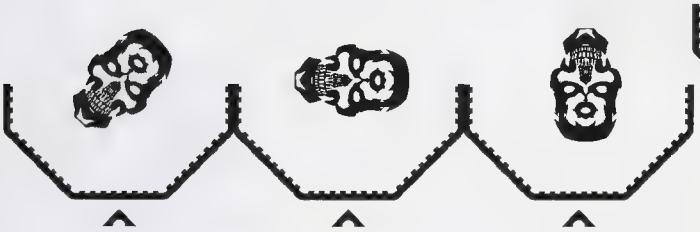
You descend the stairs and emerge at the top of a tower. You are briefly confused, but shrug it off. The view from here is magnificent, though terrifying. You can see the whole of Avalon. Beyond it, there is nothing but darkness. And the wyrdness is almost everywhere! Even the sky looks different – the stars and sun look like fruits hanging from a tree.

Each Party member gains 2. Gain 1 Quest Token. Exploration ends.

52

Needles cover the throne, and the withered roots emerge from under the seat. The entire structure is made of wyrdstone. Too bad you can't find any hidden stashes.

- **Leave this place and continue the journey through Tuathan** – gain 1 Quest Token. Exploration ends.
- **Sit on the throne** (only if you **don't have** part 1 of the "**Tuathan Exploration**" status) – if you are in a Party, choose one Party member who will resolve the next Verse. Then, go to:



53

The area is full of tree-like structures of granite and bone. Bird nests perch on every part of these "trees" atop their strange branches, hanging on strings between their crowns, under the roots. The birds themselves are all twisted by wyrdness – each in a different, horrific way.

- **Hunt for meat and eggs** – *Twisted or not, you need food.* Go to Verse 49.
- **Do not disturb the birds and sneak through** – *This area looks dangerous.* Go to Verse 68.

54

You wake, breathing heavily, trapped in a cell with a tiny window. You look through it – the sea. You must be on an island or a peninsula. Then, it strikes you – you know these waters! You're inside the Island Asylum!

Then, you wake again. You lie on a web of strings stretched between the wyrdstone buildings of Tuathan.

Gain part 4 of the "**Tuathan Exploration**" status. Each Party member gains 1 Exp. Gain 1 Quest Token. Exploration ends.

55

You stand in an arboretum. Instead of trees, giant fungi and moss grow here. The place looks strangely serene..

- **Rest on the lush moss** – go to Verse 63.
- **Leave and find a way around this place** – Each Party member loses 2. Gain 1 Quest Token. Exploration ends.

56

Some time ago, ground became water, and now you swim through the dark, cold lake. Something sticky and disgusting brushes against your legs. The shore looms before you, so you strain yourself to get there quicker.

If you **have** part 3 of the "**Tuathan Exploration**" Status, each Party member gains 2 and loses 2; then, gain 1 Quest Token, and Exploration ends. If not, go to

57

Somehow, you get through the flying cobblestones with only some bruises and scratches. Your forehead bleeds, but you didn't suffer any severe injuries.

Each Party member loses 1 and 1. Gain 1 Quest Token. Exploration ends.

58

Roll a die and add your , then check your result:

1-4 – *You can't find anything but disturbing art.* Each Party member gains 2. Exploration ends.

5+ –*Some of the statues point their fingers in a direction you decide to follow. After a while, you find a way out.* Gain 2 Quest Tokens. Exploration ends.

59

The space between the buildings is full of tense strings resembling glossy tendons. You don't have any choice but to go through them.

If you **don't have** part 4 of the "**Tuathan Exploration**" status, go to Verse 46. Otherwise, roll a die, add your , and check your result:

1-3 – *Your clothes catch on the strings. They vibrate and make a terrible noise. The sound haunts you for hours and brings terrifying visions.* Each Party member gains 3. Gain 1 Quest Token. Exploration ends.

4-6 – *Despite all your efforts, you hit one of the strings. It screeches loudly but goes silent a moment later.* Each Party member gains 1. Gain 1 Quest Token. Exploration ends.

7+ – *Though it takes some time, you manage to evade all the strings.* Each Party member loses 1. Gain 1 Quest Token. Exploration ends.

60

You approach a small forge with the floor covered in brown splashes. You notice the substance running down the gutters is not a liquified metal, but blood. Suddenly, an insane man jumps at you from the back of the room.

Resolve a "**Knight Errant**" gray Encounter (Difficulty 3). If you win, choose:

- **Leave** – each Party member loses 1. Gain 1 Quest Token. Exploration ends.
- **Try to forge something with your blood** – pay as much as you want and go to:

Otherwise, Exploration ends.

61

As you enter the colorful shadows, your thoughts drift to your home and family. When was the last time you thought of Cuanacht? How long since you've seen your childhood friends? The past was so peaceful, so pleasant. Your peaceful thoughts are interrupted by throbbing pain – your skin is dry, and you need water.

Each Party member loses 3 and 2. Gain 1 Quest Token. Exploration ends.

62

The city transforms into one colossal building, full of arcades and high fan vaults, with paintings and sculptures in every chamber. Everything here is made of wyrdstone and white leather.

- **Contemplate the art** (only if you **don't have** part 2 of the "**Tuathan Exploration**" status) – go to Verse 66.
- **Search the building for an exit** – go to Verse 58.

63

The moss is comfortable, and you are well rested. Maybe you should stay here longer?

Each Party member gains 1.

- **Leave the arboretum and find a way around it** – each Party member loses 2. Gain 1 Quest Token. Exploration ends.
- **Continue this pleasant rest** – go to Verse 34.

64

You approach the nest and see a stash of golden and silver trinkets. You fill your pockets and make to leave when you notice a shadow looming above you...

Each Party member gains 1. Gain 5 Wealth and 1 Quest Token. Then, resolve the "**Hammerbeak**" purple Encounter (Difficulty 3). Exploration ends.

65

Strange buildings surround you – their roofs soar high above the clouds, and their foundations are as thin as a human leg. Insects the size of buildings wander between them.

- **Leave this place before the buildings collapse** – go to Verse 37.
- **Try to tame one of the insects** – go to Verse 8.
- **Push a wall of one of the buildings to see if you can knock it down** – go to Verse 43.

66

You admire the painting depicting a group of naked people holding a giant strawberry. Before them, in the river, ironclad warriors feed hellish fish. Then, you notice a deer consuming a man in the background, and a group of people entering a broken egg. You can't stand it anymore, but you also can't look away!

Gain part 2 of the "**Tuathan Exploration**" status. Each Party member gains 3 and gains 1 Exp. Gain 1 Quest Token. Exploration ends.

67

You squeeze between two walls and enter a calm orchard. The trees are finely trimmed and bear ripe fruit. There is no grass, only strange puddles on the ground. The small drops of water lift from these puddles and float to the dark sky, shrouded with thick clouds.

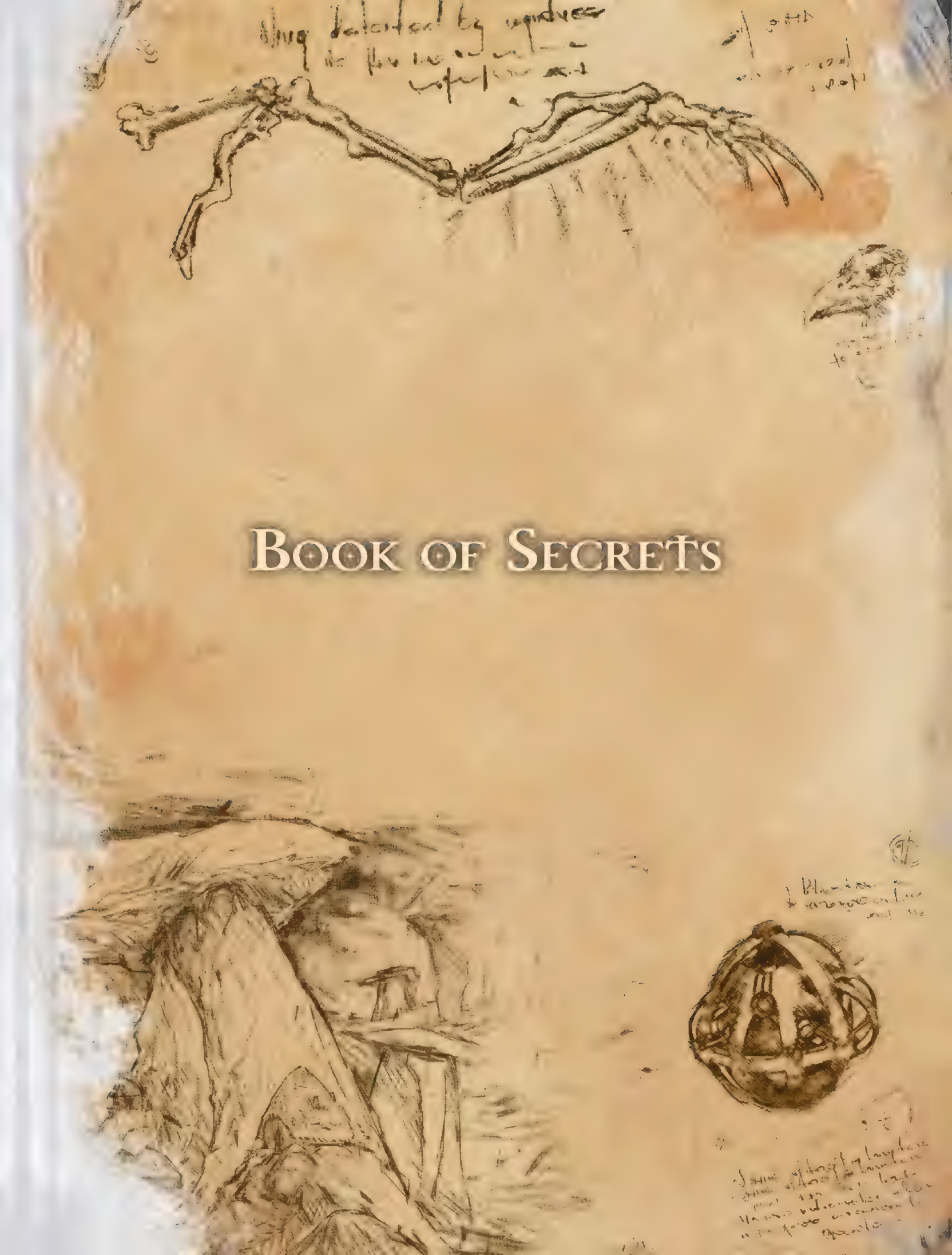
- **Try to cross this calm place** – go to:

68

You move slowly through the place, skirting nests at a safe distance. For now, nothing happens. Birds ignore you. You are almost on the other side when you catch a glimpse of something shiny in one of the nests...

Each Party member loses 2. Then, choose:

- **Investigate the nest** – go to Verse 64.
- **Leave** – gain 1 Quest Token. Exploration ends.



Book of Secrets

1

Snow covers the valley. Snowdrifts as high as a horse have gathered under feet of guardian monuments flanking the passage. Fighting a fierce wind, a lone figure rides, armor gleaming in the gray, tired sun.

The man stops at the mouth of the valley, where Tuathan should end, and the realm of man should begin. But now, both seem the same. Snow and ice bury the plains; a desolation where wisps of wyrdness float slowly in the wind.

The man raises his great helm, revealing the surprised face of a young knight. This is not what he expected. This is not his Avalon! He tries to go back, but clouds of wyrdness quickly fill the valley behind him.

Then, Lancelot of the Lake, the first of his name, the right hand of Arthur, gently pats his horse and rides out into the broken expanses.

The End. For now...

2

While you were busy recovering the Grail and clawing your way through Tuathan, the war in the west has ripened and bore bloodied fruit. After a series of betrayals and battles, Mordred bested his opponents. Crow's Nest is now the sole standing city outside of Kamelot, with Timberwall razed, and Farshire obliterated.

Gain parts 2 and 3 of the "**Lost and Fallen**" status.

Hint: There are other possible outcomes of the war in the west, but to see them, you must get involved in the conflict in your next Campaign.

Go to Verse 5.

3

Orrin leans closer and says in a hushed tone:

"What I'm about to tell you is a secret, known only to the lineage of Merlin's apprentices. The guardian menhirs are not what you and other people of Avalon believe they are. Arthur and Merlin didn't create them. They only adapted them to a different purpose.

"Initially, these statues were a place of worship. You see, Fore-dwellers believe that when they die, depending on the judgment passed by their gods, they either ascend to the higher plane of existence beyond the stars or descend to the lower one. This cold, unmoving hell lacks the grace of wyrdness a place that takes their third eye, as well as two of their arms; where they lead short, painful lives with little chance of ever reincarnating into higher beings.

"That would be our world.

"The menhirs allowed the Fore-dwellers to peer into this hell and commune with their dead. Merlin found a way to enhance the powers of these statues and extend their range, bringing the laws of our world to the entire vicinity of the menhir. In the end, he planned to create guardian statues of his own, but his death cut the plans short. But I have his notes. It's a longshot, but maybe we could build something to help you travel through the Wyrdness..."

If you **don't have** the "**Riddle of the Oldsteel**" status, gain it.

If there's only one Character in play, Orrin gives you a pack animal to help you gather the necessary materials – gain the "**Riding Donkey**" item card, if you **don't have** it yet.

CONGRATULATIONS! You've completed your current Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw **Chapter 10** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

5

If you **don't have** the "**Reclamation**" status, go to Verse 9. If you **have** this status, read on:

"We see worrying activity in Tuathan," Orrin says. "There are more and more Fore-dweller sightings. The incursions of wyrdness are longer and deeper, and many seem to target human settlements specifically. Let's not mince words Tuathan is invading, and we're too weak to stop it."

Each Character gains 1 . Go to Verse 9

7

In the coming days, you regain your strength. The journey into Tuathan, and the events within, left scars you doubt will ever heal, but Orrin is satisfied with your recovery. You have plenty of time to talk. Thanks to him, you've learned you were out of the human world for almost a month. In the meantime, a lot has happened.

If you **don't have** any part of the "**Lost and Fallen**" status, go to Verse 2.

Otherwise, go to Verse 5.

9

"There's something more," Orrin says in the end. "When you were lying here, messengers came carrying these."

He handles you three scrolls with broken seals and ignores your frown.

The first message is from Cuanacht. Your people are on the edge of extinction. They beg you to return and help them. The other comes from Kamelot, where your presence is urgently requested. And this is from a city in the west. They have a lucrative offer for you.

"Unfortunately," Orrin says, "you won't be able to travel to any of these places. Too many menhirs are broken, too much of the land sank into wyrdness. Unless..."

Remove Location cards **101**, **106**, **113**, and **190** from the game and mark them as "**Removed**" on your Save Sheet. Remember to look at Legacy Location numbers of other cards when you find a Direction Key pointing to any these removed Locations (see: "Locations" in the Rulebook).

If you **have** the "**True Grail**" Secret card (**7**), the news of the Grail's reappearance has already spread far and wide, causing many powers to recommence their hunt – gain Secret Card **42**.

Hint: Depending on your previous actions, one or two of the western cities are by now destroyed – you can continue the stories only of those that survived. You can, however, always find the next quest in your hometown or Kamelot.

Now, go to Verse 3.

13

You don't know why this ancient monstrosity picked you as its target, but you know it won't rest until you're dead. Your mission just got that much harder.

Gain the "**Hunted**" Secret card (**13**). Place a Dial with a Quest Token on it and set it to 1.

From now on, a relentless pursuer chases you. Refer to the following rules for more details.

Hunted! Rules

From now on, at each Start of the Day, after "Move Guardians" step, move the Fore-dweller model one connected Location in the direction of the closest Character.

If there are several paths of equal length or several Characters within the same range, the Fore-Dweller takes a path that goes through connected Location with the lowest Location Numbers.

When any Character is in the same Location as the Fore-dweller, immediately:

- Draw and resolve the "**Fore-dweller**" purple Encounter (Difficulty 4).
  - If the Quest Dial on the "**Hunted**" Secret card (**13**) is at 3, the Encounter gains the following Trait:
    - Each Character can play up to 3 cards during their Activation.
  - If the Quest Dial on the "**Hunted**" Secret card (**13**) is at 4, the Encounter gains the following Traits:
    - Each Character can play up to 3 cards during their Activation.
    - Each Character Panics during the whole Encounter, regardless of their .
- If the Quest Dial on the "**Hunted**" Secret card (**13**) is at 5+, the Encounter gains the following Traits:
  - Each Character can play up to 2 cards during their Activation.
  - Each Character Panics during the whole Encounter, regardless of their .
- If you win the Encounter, go to Verse 14.
- Otherwise, each Party member loses 1 in addition to the cost of Escaping Combat or any other losses suffered in the Encounter. Then, move your Character to any connected Location.
- If the Fore-dweller's Location disappears, place his model and a Time Dial on the side of your play space. Set the Time Dial to 2. Once it runs out, place the Fore-dweller on the lowest-numbered Location revealed on the table.
- Any Encounters with other Fore-dwellers you might draw from the purple Encounter deck do not change the preceding rules!

Now, continue the game.

14

You have defeated your enemy – for now...

Place the Fore-dweller model and a Time Dial on the side of your play space. Set the Time Dial to 3. Once the Dial runs out, place the Fore-dweller on the lowest-numbered Location revealed on the table.

Increase the Quest Dial on the "**Hunted**" Secret card (**13**), unless it is already at 8.

If the Quest Dial on the "**Hunted**" Secret card shows one of the following values, check its corresponding Verses:

3 – go to Verse 230.

4 – go to Verse 247.

5 – go to Verse 270.

Otherwise, continue the game.

24

Morgaine does not linger to see the end of the combat. As you overpower her creation, she weaves a spell and disappears.

You're alone with your king. Arthur steps to the side, pointing once more to Excalibur, its hilt now covered with your blood. You grab it once more. This time the painful sensation is familiar – just like the exhilaration washing over you as the sword begins to shift. You draw it from the stone and raise it upwards. Immediately, the citadel slowly melts, stones bending and running like wax left too near a flame. Arthur gestures toward the exit. It is time for you to go. You look at him one last time – a titan ravaged by endless cycles of death and rebirth – and you know he will not follow.

The Character marked with Quest token loses 2 and gains the "**Excalibur**" Secret card (**78**). Discard this quest token. Each Character gains 5 Exp. Go to Verse 610.

35

With both the Round Table and his enemies out of the picture, Mordred has gathered incredible power and the largest army of Avalon. To feed this army, he now needs slaves for his growing empire. There's one particularly defenseless town that seems a prime target: Cuanacht.

Mordred demands you lead his troops there and help capture the people of your hometown.

- **Refuse** – Exploration ends.
- **Accept** – go to Verse 36.

36

Mordred grants you a retinue of his best soldiers, who discreetly follow you and wait for your sign.

New Task: Visit Broken Cuanacht (**121**) and decide whether you want to fulfill the promise made to your ally.

Exploration ends.

40

If you **have** the "**Shelter in the Storm**" status, go to Verse 45.

Otherwise, attach the Orrin's Resolve card (**180**) to your current Tuathan card and move all Characters there. Exploration ends.

43

A hissing cat materializes on the plate between cauldrons. It jumps into your arms and starts purring.

Discard used resources and gain a Feral Cat item card. If one of the Characters already has this card, gain 2 Food instead. Gain 1 Quest Token. Exploration ends.

45

The wyrdstone spires and orange rocks around you seem familiar. You feel you've been here before. You search around and find a set of your own tracks. Your heart races as you realize this is the place where you discovered Orrin's hideout. Hoping for a respite from the wyrdness, you decide to look for it.

After a while, you locate the place where it once stood. There are even the holes in the ground matching the location of pillars supporting the platform. However, the platform itself seems to have moved. You scream in helpless rage and disappointment.

If you **have** Secret card **3**, go to Verse 50.

Otherwise, attach a new random Tuathan Location card and move your Characters there. Exploration ends.

47

Suddenly many loaves of bread appear on a plate. They are stale but edible.

Discard used resources and gain 4 Food. Gain 1 Quest Token. Exploration ends.

50

Suddenly, you remember about the Fore-dweller mask in your bag. Led by instinct, you take it out and put it against your face. At first, nothing changes – your two eyes see the wyrdness just as they did before. Then, a strange feeling engulfs you, as if there was another point of view, high on your forehead, allowing you to see the wyrdness for what it truly is; not the mist, but a tangleweb of endless possibilities. You reach out and locate the platform.

Fortunately, it didn't run far.

Attach the Orrin's Resolve card (**180**) to your current Tuathan card and move all Characters there. Exploration ends.

55

Attach the Heart of Tuathan Location card (**185**) to your current Tuathan card and move all Characters there. Each Character gains 2 Exp. Exploration ends.

63

A shining object falls from the sky and crashes into the plate.

Discard used resources and gain the "**Runic Sword**" Item card. If one of the Characters already has this card, gain one random non-Craftable Item with a Weapon keyword. Gain 1 Quest Token. Exploration ends.

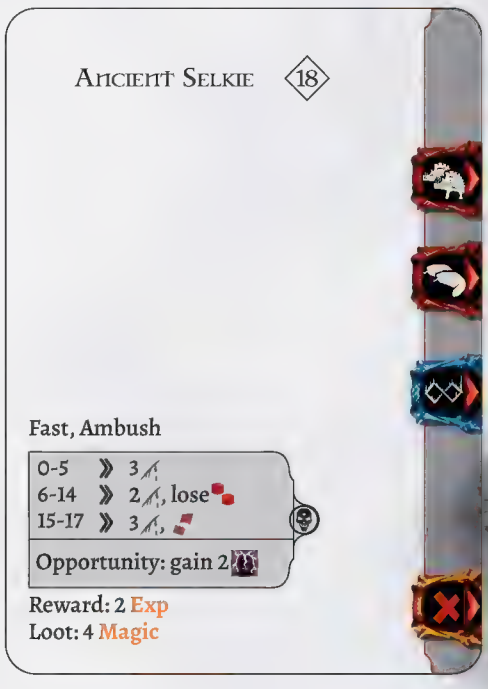
65

You remind her that overconfidence is a slow and insidious killer, bidding her farewell. She thanks you for your advice and your kind words. Then, she departs for another place in need of her help. Seeing her so eager fills you with determination.

Each Party member loses all , gains 1 Rep and 3 Exp. Exploration ends.

66

If you win, gain 1 Quest Token. Exploration ends.



67

A human child made of gold appears on the plate. Its skin is melting, it tries to speak, but liquid gold floods his mouth. Then, it vanishes with a shrill noise.

Discard used resources. Each Party member gains 3 . Gain 1 Quest Token. Exploration ends.

71

Attach the Heart of Tuathan Location card (**185**) to your current Tuathan card and move all Characters there. Each Character gains 2 Exp. Exploration ends.

79

You ask the village chiefs to bring you the ancient parchments. You read both documents aloud and point to differences between them. Then you change the topic to their beautiful, distinct cultures and traditions. It would be a shame if one of them perished – not to mention the trade keeping both settlements alive.

Then, you go back to the written agreement and suggest they rewrite it. The menhir could stand directly between both settlements, and its protective aura would spread over both. It won't be perfect, but it is the only honorable solution. A loud discussion follows, but you know you have convinced them.

Each Party member gains 4 Exp.

Gain part 2 of the "**Traveling Menhir**" status. Exploration ends.

85

One of the walls collapsed not long ago. There are small footprints in the layers of dust. You feel a prick of anxiety and carefully approach the debris. Your fear is well-founded – you see a grayish arm covered in blood sticking out from under the stones. You clear some of the rubble, revealing the massacred face of Cosuil. Poor girl...

You can do nothing else but bury her and leave this horrible place.

Each Party member gains 2 . Gain part 5 of the "**Cosuil**" status. Exploration ends.

101

Things start to fall into place now. Whatever the first expedition did, they awoke something ancient that kept hunting them, just as it now tracks you. But why? What have you done to deserve this? And can you do anything to stop this pursuit?

Each Party member gains 1 and 1 Exp. Exploration ends.

102

Sum up your and (only **Maggot's** Attribute levels count, even in a Party). Add +1 for each 5 points of **Maggot's** Rep. Then, check the result:

0-1 – *You only enrage them further.* Resolve the "**Angry Mob**" gray Encounter (Difficulty 4).

2-3 – *You are beaten and escorted out of the Moonring.* Each Party member loses 2 and moves to the lowest-numbered revealed Location connected to Moonring

4+ – *They embrace you as their prodigal son.* If you **don't have** the "**Maggot's Redemption**" status, each Character gains 2 Exp. Then, gain the "**Maggot's Redemption**" status. Exploration ends.

107

You speak about the differences and similarities of both communities – a need for a peaceful solution to this problem. But they stop listening after a while. Then, the village chiefs start yelling. You try to intervene, but some angry youngsters pull you back. The heated discussion turns into a small fight that you barely manage to stop.

When you return to the village, you see the Falfuarans gathering in the gully, encouraging one another to fight. It will be a slaughter! There aren't many Bundorcans capable of fighting – they can muster only half the numbers of their enemies!

- **Try to stop them** – resolve the "**Angry Mob**" gray Encounter (Difficulty 4). If you win (or the enemy Runs Away), you manage to scatter the crowd, go to Verse 330. Otherwise, go to Verse 439.
- **You cannot do anything about it** – go to Verse 439.

111

Deformed fingers dig into your skin. Bodies push from all sides, nearly crushing your ribs. Charred lips whisper into your ears. The pain is immense, but after a while, you understand – they are not looking to punish you. They want to pass on the knowledge lost with them.

Each Party member loses 1 and gains 1 Exp. Gain Secret card **11**, if you don't have it yet. Gain the "**Charred Knowledge**" status.

CONGRATULATIONS! You've completed your first Quest. You now know how to wake the ancient Menhirs! When you finish a Quest, make sure to always follow the instructions in the "**Success**" section of your Quest card.

New Task: Get to a Location with a Menhir icon and activate its Menhir before your time runs out!

Exploration ends.

112

CONGRATULATIONS! You've chosen your ally in the War for Avalon and completed your current Chapter!

Gain part 2 of the "**War for Avalon**" status. Each Party member gains 1 Exp and 1 Wealth. One chosen Character gains Secret card **24**.

If you are not playing **Chapter 3B**: discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 3B** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

113

Next morning, the person you were supposed to sign your deal with is found dead. You pick another offer – and this time the man mysteriously disappears just an hour later. All over the fair, people give you strange looks. They say you bring misfortune to anyone who deals with you.

You visit a traveling oracle to check whether you've been cursed. As she peers into your future, her eyes widen, and blood trickles down her nose.

"You have a frightening destiny. Grand and frightening at the same time. Woe to anyone who tries to step in its way."

Gain the "**Deal Breaker**" status, 3 Exp and part 1 of the "**Burning Mystery**" status. Exploration ends.

114

Though this place is alien and terrifying, it reminds you of something. The symbols and the wyrdstone filaments are almost familiar. Suddenly, everything clicks together. The entire room resembles the interior of a giant guardian menhir. In fact, the whole visage seems to have been based on the same principle as the statues. But how is that possible, if Arthur raised the menhirs? The Serene Visage certainly predates him!

You leave this question for another time. For now, you're happy with the knowledge that you can rekindle this menhir with little trouble.

Choose one:

- **Activate the Menhir** – Requires all Characters and the "**Menhir Rites**" Secret card (**11**). Pay 2, 1 Food and 1 Magic (per Character): put a new Menhir model on this Location and set its Dial to **6** (1-2 Characters), **5** (3 Characters) or **4** (4 Characters).
- **Leave** – Exploration ends.

116

The corridor leads into a bigger cavern with an enormous sculpture of a coiled wyrm. Was someone worshipping this beast? Then, you notice the statue moving, and you shiver. Is this thing alive? You start retreating, but then see the bodies the wyrm dragged into its lair, among them Erfyr. You sneak to his corpse and search it, finding only a blood-soaked, barely readable message from Neante

"Lancelot's plan worked. Morgaine doesn't seem to be aware we handed her a forgery. Still, we can't keep the true Grail so close to her. That's why tomorrow I'm heading out – Lancelot wouldn't even tell me where."

You've completed a Quest! Each Character gains 2 Exp. Discard all cards from the Quest pile. Find and resolve Part 5 in the Event deck. Don't change the structure of the rest of the Event deck.

Exploration ends.

117

The pyre is set alight. The mourners stand in silence for a long while. Then, the master of the ceremony directs them to nearby tents for a traditional funeral meal accompanied by stories about the deceased.

You listen to minstrels singing sadly about the exploits of Bors, and you can't help but notice they mostly describe the actions of previous Borses. While the first to carry this name fought Fore-dwellers, wyrms, giants, and helped forge an empire, the last died on the muddy battlefield of a pitiful local feud. You realize the Order of the Round Table must rise again – or fall into oblivion.

Gain part 2 of the "**Fall of Chivalry**" and part 2 of the "**Restoring the Order**" status. Gain the "**Cold Pyre**" status. Then, decide how you want to use your time during the feast. Choose **one** from the following:

- **Stuff yourself with fine cuisine** – gain 2 Food per Party member. Exploration ends.
- **Discuss politics:**

You hear a lot about the destructive conflict between Timberwall, Farshire, and Crow's Nest.

It all started when Lady Kincaid, the widow-queen of Farshire, reached out to Ultan, the richest and most influential of Timberwall's merchants, with an offer of marriage. Ultan didn't think long. Farshire had fallen from its former glory, and Lady Kincaid's coffers were full of air and cobwebs, but with her as a wife, he would unite the two largest cities of the island under one rule.

Their wedding happened soon after in Farshire. Not as familiar with the old ways as people of the south, poor fool Ultan didn't know the rite was a handfasting: a one-year marriage, not performed in centuries. Over the next twelve months, Lady Kincaid built up Farshire's army and fortifications, using the wealth of her husband. After a year passed, she banished him. Soon after, Farshire's army laid siege to Timberwall.

Ultan was furious. He used the remainder of this wealth to convince the rulers of Crow's Nest to help him. The Children of Morrigan broke the siege, and a bloody three-way battle raged in a nearby glen. Lady Kincaid retreated, not willing to risk her army. The Children of Morrigan requested the rest of their payment, which Ultan couldn't cover without the loot from Lady Kincaid's camp. Now, Crow's Nest forces besiege Timberwall...

Long ago, the druids and knights of Kamelot ensured this sort of war impossible, but with their power waning, the conflict won't end until one side destroys the others.

Gain part 1 of the "**War for Avalon**" status, if you **don't have** it yet. Each Party member gains 1 Exp. Exploration ends.

122

If you **have** the "**Lady's Task**" status and there are fewer than three Time Tokens on this Location, go to Verse 116.

Otherwise, go to Verse 134.

123

You crave air, but you are so close! You approach a tall structure of bone-like material. You spend your precious time searching through it but find only seaweeds. Then, you ap-

proach the nearby mound which turns out to be a pile of giant skeletons. All the skulls have three eye sockets.

With hesitation, you start rummaging through the Fore-dweller bodies, until your sight dims. You grab a slimy object from between the bones and emerge.

You regain consciousness on wet sand, coughing, and vomiting seawater. Beside you, you find a strange object – a large mask covered in algae. It has three holes for eyes...

Gain the "**Burial Mask**" Secret card (**3**). Exploration ends.

124

As soon as you enter the tomb, you realize something is wrong. A huge sarcophagus stands open and empty. Molten candles surround an upturned ornate basin on the ground. A torn vestment hangs on an angular torch holder near the entrance. You also find a smashed shield sprayed with blood.

If you **don't have** part 2 of the "**Disturbing Information**" status, gain this part of the status; each party member gains 1 Exp and 1.

If your is at least 2, go to Verse 201 in the Book of Secrets. Otherwise, Exploration ends.

128

Something stirs in the water. You look down and notice a massive shape below you. You know you can't outrun it. Fortunately, there's a small sandbar nearby. As you crawl onto the sand, an enormous monster emerges from the water behind you.

Gain part 3 of the "**Tuathan Exploration**" status. Then, resolve the "**Ancient Selkie**" green Encounter in Verse **66**.

132

You fill the True Grail with the last of your water and have the Pale Lady drink. As she cradles the cup, some of her strength seems to return, even though she looks even sadder.

"Arthur... He entrusted this vessel to me. Six hundred years ago. But I was afraid my people would follow its aura and find me. I forsook it. And now it's back in my hands. So strange..."

She wants to say something more, but a band of mercenaries suddenly stumbles upon your location.

Resolve the "**Warband**" gray Encounter (Difficulty 4).

If you win (or the Enemy Runs Away), you're able to make your way out of the battle and escort Pale Lady to a safe location. Go to Verse 484.

Otherwise, you are forced away and separated from the Lady. Without her guidance, you have only one lead – sorcerer Orrin was one of the last living people to visit Tuathan. Maybe he will be able to help you. Go to Verse 470.

133

The air is crisp and pleasant. You feel rejuvenated after a short walk. You realize you must go on, but you want to stay longer.

Resolve the "**Allure**" blue Encounter in Verse **214**.

134

A horrifying, enormous wyrm emerges from under the ground. There's no choice but to run as fast as your legs can carry you!

Each Party member loses 6, reduced by their . Each Party member may pay up to 3. For every 1 point of spent, reduce the Damage further by 1.

Remove 1 Time Token from this Location card. Exploration ends.

135

Now that your ally has their trump card, they're ready for the next part of their plan.

"With everything that happened recently, we can drag everyone to the bargaining table. It is time to call a gathering of the clans in Halfway, like in times of old."

CONGRATULATIONS! You've completed your current Chapter!

Each Party member gains 1 Exp and 2 Wealth. One chosen Character gains Secret card **24**. Gain part 2 of the "**Diplomat**" status. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4B** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

142

You keep descending into the maze until you enter the lowest chamber of the entire complex, buried deep under the statue's face. A dried-out cadaver lies on the floor, almost cut in half by a now-defunct trap, the only one you've seen in this complex. An enigmatic set of symbols and thick, opalescent veins of wyrdstone line the walls.

In the middle of the room, where the wyrdstone veins converge, there's a sacrificial bowl.

Gain part 6 of the "**Burning Mystery**" status. If you **have** "**Mystery Solved**" status, go to Verse 114 in the Book of Secrets.

Otherwise, choose one:

- **Try to understand the symbols** – pay 1. Then roll a die, add your and (if in a Party, use the highest values) and check the result:

  1-3 – Nothing happens. Make a new choice.

  4-5 – Place 1 Time Token on this Location card, make a new choice.

  6+ – Place 2 Time Tokens on this Location card, make a new choice.

- **Piece the clues together** (requires 4 Time Tokens on this Location card) – gain the "**Mystery Solved**" status, remove all Time Tokens from this Location, and go to Verse 114 in the Book of Secrets.
- **Leave** – Exploration ends.

147

Bowmaiden reluctantly thanks you and hands you a small parting gift.

Each Party member gains 1 Exp. Gain the "**Stagfather's Charm**" Secret card (**17**). Discard the Dial representing the Bowmaiden. Exploration ends.

154

CONGRATULATIONS! You've completed your current Chapter! Each Character gains 3 Exp. One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

157

You still have some time left before the sun sets. You decide to find runes about Cuanacht in the meantime. You discover some inscriptions two scaffolding levels higher. Most of the information matches your knowledge, but one record amazes you. On the Grudgestone, someone has written that Erfyr, Cuanacht's blacksmith, was a journeyman carpenter. His master was Turi – you have never heard of him. Maybe this inscription was also forged by someone? But why?

You want to find out more, but the night is falling.

You sneak past the Grudgestone's guards, hide near the records about the farmer's land history and wait. After what feels like an eternity, you notice the colossal rock becomes shrouded in a veil of strange mist. Some of the inscriptions slowly blur or change, runes crawling like worms over the face of the stone. The wyrdness is altering the runes!

Shaken and scared, you descend and meet the farmer. You tell him what you've seen. He seems broken by the news, but he thanks you sincerely and prepares to go home. You try to rest, but you can't. What if the wyrdness is changing not only the inscriptions on the Grudgestone, but also the past itself?

Each Party member gains 3 Exp and 3 . Exploration ends.

158

The work is grueling, even with appropriate tools. Finally, you mine a block that seems about as large as Orrin requested. Now, your only problem is getting this heavy slab to the Longbarrow...

Place the "**Pristine Wyrdstone**" Secret card (**14**) on the Devastation Location card (**139**).

New Task: Deliver the wyrdstone block to Orrin.

Hint: the block can be moved from one Location to another only using the Action on its Secret card. If the Location with the block leaves play, leave the block on the Location card. They come back into play together when you reveal this Location again.

Exploration ends.

161

You take a walk along the shore of the island. Soon, you lose sight of the mainland and enter a narrow beach in the shade of a tall cliff. You've come to the furthest point of the known world. Before you stretches the silent ocean humans crossed six hundred years ago, running from the Red Death.

There's a stone here, its inscription almost entirely washed away by the wind. Astonished, you discover the writing claims this was the place where Arthur, the First King, came ashore with his followers. The relief depicts this very scene. You look at the retinue of knights and advisors around Arthur, and suddenly feel like the butt of an elaborate joke. The person to the right of the king looks almost exactly like you...

The discovery is so unsettling, you fail to hear a group of bandaged asylum inhabitants sneaking up on you.

Go to Verse 313 in the Book of Secrets.

163

The water flows through your stone veins. Your ethereal tendrils repel surrounding wyrdness. Your roots wander under the earth, reaching the most distant points on the island. If you strain yourself, you should be able to access your vague memories.

If there is a Time Token on this Location, you can't summon more visions today, go back to Verse 7 of the Serene Visage (**132**) Exploration Journal.

If there is no Time Token on this Location, each Party member gains 1 .

Then, put a Time Token on this Location and choose one:

- **Try to remember something about five travelers from Cuanacht** – go to Verse 337.
- **Days ago, you overheard a conversation about the knights of the Round Table** (pay 1 Magic and 2 per Character) – go to Verse 395.
- **There is something about a running woman** (pay 2 Magic per Character) – go to Verse 438.
- **There is a curious person between other memories** (requires part 1 of the "**Cosuil**" status, pay 1 per Character) – go to Verse 471.
- **Emerge from the vision** – go back to Verse 7 of the Serene Visage (**132**) Exploration Journal.

164

You understand their plight. They're just a man and a woman, scared and striving to look after each other after losing everything else. But the locals are suspicious and search for someone to blame. You implore the couple to leave, to find somewhere away from people, and spend their few remaining months together.

Add your and . Then, check the result:

0-3 – *You fail to convince them.* Exploration ends.

4+ – *You manage to convince them to move elsewhere. They might die on the road. They might carry the plague further. You feel this won't have a happy ending.* Each Party member gains 1 Exp and 1 . Gain part 4 of the "**Helping Hand**" status. Exploration ends.

166

The people love you for your help. It wasn't a perfect solution, but the only one that was truly right. They will help you with the menhir.

- **Activate a Menhir with their help** - pay 2 Magic per Character, requires all Characters and the "**Menhir Rites**" Secret card (**11**) – put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).
- **Leave** - Exploration ends.

169

This small community consists of explorers, scholars, and some people who "followed the call of the Valley." One of the women, a shipwright from the town just outside, came here several weeks ago. You spend some time with her, chatting about the family she left behind, but ultimately learn nothing worthwhile.

Go back to Verse 413.

171

The mine connects to a much larger shaft, built differently. Instead of wooden support beams and columns, thin wyrdstone filaments connect the floor and the ceiling. You follow this new corridor only to discover a discarded set of four mining tools, unlike anything you've seen before. They do not fit your hand, but you know who could use them – this deeper mine was made by the Fore-dwellers. But what could be valuable enough to lure them so deep underground?

The walls here are an unknown type of wyrdstone. You see its faint glow even when you close your eyes.

- **Mine the wyrdstone** (only available in **Chapter 11**, requires "**Stoneshaper's Tools**" Secret card (**58**), pay 3) – go to Verse 158.
- **Leave** – Exploration ends.

172

An elderly historian asks for your help – he studies the top of the Grudgestone and needs someone to help him climb the rickety scaffolding. You agree. Atop, meticulously copies some inscriptions, while you grow more bored by the minute. Finally, you begin to read the runes yourself.

You come upon a story of a little-known hero from the Age of Legends. As you read about their deeds, a vivid memory awakens in your mind, as if you were this hero yourself. Did you dream about it once? Did you hear this story a long time ago? You're so buried in thoughts the historian prods you with his elbow once he's finished.

"Haven't you heard? I'm done. We can go now."

Lose 1. If you **don't have** part 5 of the "**Helping Hand**" status, gain:

- 1 Wealth,
- 2 Exp,
- part 7 of the "**Burning Mystery**" status,
- part 5 of the "**Helping Hand**" status.

Exploration ends.

173

Between the rocks, you find the backpack of another adventurer. Inside, there's a makeshift map of the corridors under Fernsea – it is incomplete, but indicates you must drop through another hole to reach the deepest caverns. At the bottom of the pack, you also find some useful items.

Each Party member gains 1 Exp. Gain 2 random non-Companion Items and part 1 of the "**Underfern**" status. Exploration ends.

174

The last part of your examination is the most gruesome. You carefully inspect Yvain's wounds. They were inflicted by at least two different weapons – though each struck with an unimaginable force. The blunt object that caved in Yvain's helmet left a subtle imprint of strange, asymmetrical ornamentation. The object that pierced his chest was so sharp it punched through his steel breastplate like an arrow through a pillow.

You dig inside the wound and find a small piece of metal lodged in a bone. You raise the shard toward the sun. Its swirly surface seems to split the light into many colors.

There's no doubt in your mind: Lord Yvain was killed with a Fore-dweller weapon, most likely wielded by a Fore-dweller!

Each Party member gains 1 Exp.

If you **have** the "**Hunted!**" Secret card (**13**), go to Verse 101 in the Book of Secrets.

If you **have** no "**Hunted!**" Secret, read on:

The Fore-dwellers have been gone from Avalon for six hundred years! The fact that one of them appeared today is the worst omen you could have possibly imagined. The fact that Yvain's killer is still out there fills you with dread.

Each Party member gains 1. Exploration ends.

175

You encounter a strange cavern, full burned-up candles and fine reliefs. They mainly depict a group of four adventurers fighting the Fore-dwellers.

Gain part 4 of the "**Cosuil**" status.

If you **have** part 3 of the "**Cosuil**" status, go to Verse 430 in the Book of Secrets.

Otherwise, go to Verse 85 in the Book of Secrets.

176

You work hard, bleeding from scratches, panting heavily. Sweat runs into your eyes, but you don't care. You are almost there when suddenly rocks and pebbles pelt you, hurled toward you with incredible force. The previously contained underground stream rages at full force, and you must fight for your life against its tide, or else it will carry you away and launch you out the cliffside.

You strengthen your grip on the rocks. Finally, you manage to go forward, pulling yourself, grabbing walls, and jamming

your weapons into the crevices. This struggle goes on for an excruciatingly long time, in pitch-black darkness. Finally, you see a glow in the distance. You emerge from the tunnel...

Go to Verse 605.

181

You stand before an old, slightly tilted tower. Its walls are crumbling, but it has a surprisingly strong door emblazoned with a red skull. The Red Death! You don't want to risk going inside.

If you **don't have** part 5 of the "**Underfern**" status, gain part 5 of the "**Underfern**" status and each Party member gains 1 Exp.

If you **have** part 1 of the "**Black Cauldron**" status and the Secret card **66**, go to Verse 219.

Otherwise, Exploration ends.

184

You draw your weapons and charge his throne. Mordred laughs. One gesture and scores of his grim warriors overwhelm you. Desperate, surrounded, you hurl your weapon at Mordred, only for it to freeze mid-air, stopped by his spell.

As Children of Morrigan beat and disarm you, you realize Mordred grew too powerful for you – or anyone else – to challenge. You brace yourself for the worst, but Mordred does not want to kill you.

"If you loathe my plans so much," he says, "then the best punishment is to see them come to fruition. And remember that whatever I do, you had your hand in this as well."

His guards throw you out of the city, each taking a share of your possessions.

All Party members lose all and Wealth, and may keep no more than two Items. Exploration ends.

200

They had an agreement, and it was working well for them. You will do what you can to restore this deal.

Add your to the number of acquired parts of the "**Diplomatic Mission**" status. If you're playing **Beor**, add 1, as townsfolk respect blacksmiths.

Then, roll a die and add the result to the obtained number. You may reroll the die any number of times, paying 3 Rep for each reroll.

If your result was:

5-10 – Go to Verse 107 in the Book of Secrets.

11+ – Go to Verse 79 in the Book of Secrets.

201

When inspecting the tomb in detail, you find a set of marks on the back of the sarcophagus. Each is progressively more recent, and the last one looks completely fresh. What could they mean?

Exploration ends.

211

"Stop right there, traitorous scum!" an angry druid shouts at you. "Maggot! I can't even think of a fitting insult, because your existence is an insult itself. You were banished from Moonring forever. How dare you show yourself on this sacred ground again?"

You are surrounded by people with stones and clubs in their hands, eager to use them.

- **Confront them** – each Party member loses 1 Rep. Resolve the "**Vengeful Druid**" green Encounter (Difficulty 2). Then, Exploration ends.
- **Prove you're a changed man now** – go to Verse 102.
- **Run away** – each Party member loses 1 and 1. Move to the lowest-numbered revealed Location connected to Moonring.

214

Regardless of the outcome, gain 1 Quest Token.

Exploration ends.

215

You will lose yourself in the spiderweb of unknown streets. You will wriggle your way like a worm through the piled-up stacks of deformed houses. You will lick the dew of time liquified on the moldy faces of other survivors. You will pray to Fore-dweller chariots running across the sky. With time, you will find an exit and stumble back to the familiar market, in the middle of the night, as if nothing had happened, and no time had passed.

Guess that's why they call it the "wyrdness"...

Each Party member gains 3 and 1 Magic. Exploration ends.

218

The worms surge like a torrent and attack you!

Resolve the "**Worms**" purple Encounter in Verse **278**.

219

The plague survivor you heard about might live here. You knock on the door and wait. An old, gray-haired man greets you. A net of scars covers his body – the same pattern your wounds make. He recognizes your affliction immediately and invites you inside. He tells you he was sick, just like you, until an outcast Allmother priestess helped him. She advised him to find a big black cauldron inside a sunken monastery in the Dark Morass. It was there, but broken and cracked. He fixed it with some gold, added time-altering crystals from the Whitening, and took a cold bath inside. His wounds closed, leaving unsightly scars. But he still lives.

Gain part 2 of the "**Black Cauldron**" status and the "**General Directions**" status. Exploration ends.

220

You start a fiery speech about the past. The founders of both villages knew what was best for them. And they stuck to their agreement for hundreds of years. You are sure that if the situation was different, and the menhir was in Falfuar, the Falfuarans would not want to give it back either.

What's more, both cultures are different, so the idea of living together in Bundorca seems ridiculous. The best thing that Falfuarans can do is seek a new place to live. Maybe north?

Some people debate with you, but you manage to win the majority to your cause. Bundorcans thank you dearly, and Falfuarans prepare to leave their homes.

Each Party member gains 3 Exp and 2 Wealth.

Gain part 1 of the "**Traveling Menhir**" status. Replace Location **134**, Falfuar, with Location **147**, Abandoned Falfuar. If models of any Party members are not on Location **135**, move them there. Exploration ends.

221

The woman is somewhere in Timberwall, the only city in Avalon leaning against solid wyrdstone.

Each Party member gains 1 . Go back to Verse 163.

223

Messengers informed the people from both villages about the upcoming meeting. You're amazed at how much people here value your council. Maybe they were waiting for any excuse to do something about their situation?

People from both settlements gather in the middle of the stone gully. The chief of the western town leads one group. The wise woman from the eastern village leads the other. The situation is tense. Everyone looks to you. The hearing begins in a moment.

Choose one:

- **Support the claim of Falfuar** – Place a Quest Token on Location card **134** and go to Verse 390.
- **Support the claim of Bundorca** (pay 2 Rep if you **have** the "**Diplomatic Mission**" part **6** status) – Place a Quest Token on the Location card **135** and go to Verse 390.
- **Try to make them share the Menhir and keep it moving again** (requires at least **4** parts of the "**Diplomatic Mission**" status; pay 2 Rep if you **have** "**Diplomatic Mission**" part **6** status) – go to Verse 200.

229

"It seems no matter how powerful I become, I'm still not capable of doing everything on my own," Cosuil says with a strange smile.

Then, she tells you about the magnificent tomb of her ancestor, Nazeer, discovered a while ago. And about riches, books, weapons, and other artefacts she found there. She helped so many people in distress using spoils of this discovery!

You still can't get over how strong she has become. You're happy you didn't steer her away from adventuring. She will bring some hope to this world, you're sure of it – even if the world itself is doomed.

Gain part 5 of the "**Cosuil**" status.

- **Convince her she must go back to her family and spend the rest of her days with loved ones** (requires at least 2 or 6 Rep) – go to Verse 279 in the Book of Secrets.
- **Convince her to join you; she will be a valuable companion** (requires a Menhir model on this Location AND at least 4 Rep) – go to Verse 460 in the Book of Secrets.
- **Encourage her to continue adventuring** – go to Verse 65 in the Book of Secrets.

230

This time your nemesis fought differently than before, trying new techniques and countering your moves. Maybe it learns from your encounters just like you do?

From now on, Fore-dweller Encounter triggered by the "**Hunted**" Secret card (**13**), gains the following Trait: Each character can play up to 3 cards during their Activation.

Continue the game.

233

Return to Verse 8 in the Exploration Journal of Wyrdedge (**141**).

234

Go to Verse 756.

235

You're not sure why, but you sit on the throne. The thorns drive painfully into your body. You scream, but can't move. The roots pulsate and turn red, and you feel your blood leaving your body. Then, your mind drifts off...

Gain part 1 of the "**Tuathan Exploration**" status. Lose 4 . Gain 3 , 6 Magic and 2 Exp. Gain 2 Quest Tokens. Exploration ends.

236

Return to Verse 8 in the Wyrdedge (**141**) Exploration Journal.

237

Morgaine breathes heavily. "I have something you need," she says. "If you spare me, I can tell you about yourself. You are something more than you realize! If you strike me down, this knowledge shall die with me."

- **Accept her offer** – go to Verse 753.
- **Slay Morgaine** – go to Verse 268.

238

The fool listens and sits on the ground. The dwarf approaches with a sly smile and whispers. Along with words, he spits hexes, spells, and enchantments. The traveler doesn't notice, focused solely on terrible secrets the dwarf reveals to him. Finally, the dwarf takes some of the traveler's sanity and something humans call food as a payment for his stories. He also leaves his favorite gift: oblivion. The traveler wakes up later and doesn't remember anything from this encounter. After all, the dwarf only promised to reveal secrets, not that the traveler would be allowed to keep them.

Each Party member gains 1 Exp and 3 , and loses 2 Food. Exploration ends.

241

After a moment of overwhelming pain, you die.

Each Party member loses all . Go to Verse 295 in the Book of Secrets.

242

You notice Cosuil in the crowd, speaking with an older man. You approach to greet her, but she barely notices as she negotiates a reasonable price on a translation of her journal. To you, the scholar looks suspiciously like a fraud who once visited Cuanacht.

Gain part 2 of the "**Cosuil**" status.

- **Maybe you should intervene?** – go to Verse 299 in the Book of Secrets.
- **If you don't intervene, Cosuil says she will talk with you later** – Exploration ends.

246

"We didn't know," the woman wails. "All we could think of was finding our children. They were taken from me when I was thrown into the asylum. We searched for them, going days without rest or food. We never found them. Always, the rumors led to nothing."

The man holds her closer as she breaks down. "We never saw the plague. News of it followed us, always days behind. Everywhere we'd passed, we'd covered a dozen towns before..." He lifts his ragged shirt sleeve, revealing a red mark. "Before we realized it was us." He meets your eyes. "As soon as we knew, we stopped, tried to hide here. The place was infected anyway, we thought. We couldn't do more harm. Please. We just wanted to find our children."

Go back to Verse 331 in the Book of Secrets and make another choice.

247

Each battle with this Fore-dweller hunter is fiercer and harder. This time, it didn't give you a single chance to catch your breath. You have prevailed, but if the next battle is harder still, you're afraid it won't end well for you.

From now on, Fore-dweller Encounters triggered by the "**Hunted**" Secret card (**13**) gain the following Traits: Each Character Panics during the whole Encounter, regardless of their . Each Character can only play up to 3 cards during their Activation.

Continue the game.

248

Resolve the "**Suspicious priestess**" blue Encounter:

If you win – *You not only manage to defend yourself, but also coax some information from the priestess.* Go to Verse 13 in the Crow's Nest (**160**) Exploration Journal.

Otherwise – *The warriors jump at you from all sides. You are beaten senseless and brought before Lord Mordred.* Go to Verse 11 in the Crow's Nest (**160**) Exploration Journal.

250

The black-haired woman went north. She stands before the opening in the wyrdstone wall, looking at giant statues with awe.

Each Party member gains 1 . Go back to Verse 163.

253

The stonemason in the red bandana steps forward. She clears her throat and addresses the crowd.

"The Round Table has finally fallen. The last vestige of the so-called 'rule of chivalry' that failed to protect homelands, then failed to protect Avalon, is now dead."

A tumultuous cheer thunders in the workshop.

"We have new champions now!" the woman continues. "People who came to be known as such not because of their birthright or underhanded political deals, but by the value of their actions! Let these heroes become what Round Table failed to be!"

Then, she kneels before you, and with her, the other leaders of the borough.

Gain the "**People's Champion**" status and Secret card **19**. Each Character gains 5 Exp and 5 Rep.

If you're playing **Chapter 7: part 1**, go to Verse 490. Otherwise, exploration ends.

257

There is a long silence. You can feel the Lady fight through a wave of grief as she looks at your Grail.

"So, this is how he died – my favorite knight. Pure and bright like a morning star – and it was I who sent him to meet his doom. Fate is cruel, indeed. Forgive me. I need a moment alone."

She starts to sink under the waves, but you call out to her again, asking about the Grail you hold in your hands.

"You shouldn't have bothered," she says coldly. "It is not what you think it is."

Suddenly, the Grail turns to wet, stinking mud in your hands. Its gems become ordinary pebbles. Its shining surface turns into fish scales.

"I made two of them," the Lady says, submerging. "Two forgeries for one that was real. As you see, one false Grail didn't get far, but the other two cups should still be out there with their bearers. I asked them not to tell me where they were going, in case something forced these memories out of me. But I know your village smith headed for the First Farmhold. He believed the ancient walls of this place would protect him. Farewell now."

And like that, she's gone. You look at your hands, now caked in dirt. So, the last three heroes of Cuanacht became the Grail-bearers. But which one carried the real cup and where have they gone?

Discard the Tainted Grail Secret card (**8**).

CONGRATULATIONS! You've completed your Quest. Gain part 7 of the "**Fate of the Expedition**" status and gain the "**Lady's Task**" status.

If you're not playing **Chapter 3A**, each Character gains 2 Exp. Then, discard your Event deck, including any Active Quests, find the **Chapter 3A** Setup card and follow its instructions to begin this Chapter.

If you're playing **Chapter 3A**, find and resolve the **Chapter 3A** part 4 card.

Exploration ends.

263

When you ask about Fael's home, the people of Whitening reluctantly point you to a small house at the edge of the forest. There, you are welcomed by a middle-aged woman with raven black hair, churning butter on the porch. Even with her hands red from hard work, she doesn't look like the other villagers. There's grace in her every move, and she speaks with a soft, courtly manner. When you tell her about Fael's demise, she breaks into tears.

"It all could have been so different," she weeps. "He didn't have to go! He owed them nothing!"

After a moment, she composes herself and says:

"You can have everything now. I don't want to see these things ever again – they remind me too much of where we came from."

She then leads you through a small hatch, hidden behind the cupboard. You enter a secret room without windows. There's a full set of steel plate armor here, magnificent horse barding, and a shield with a familiar crest, belonging to a legendary knight of the Round Table.

Fael, the quiet hunter you'd known for years, was the real Galahad! You gasp in shock. Why did he reject his honorable path? What should you do with all of this?

Gain part 2 of the "**Hidden Treasures**" status.

Then, choose one:

- **Leave the woman to decide for herself** – Exploration ends.
- **Take the equipment to Whitening's ruler.** – *Law says the possessions of each knight must be returned to Kamelot with a message about their death, so that in time – a new brave soul could take their place* – see Verse 308.
- **Keep the equipment.** – *By law, all possessions of a deceased knight belong to Kamelot. But surely Fael was no longer a knight?* Gain 3 Wealth and Secret card **5**. Then, gain part 1 of the "**Fall of Chivalry**" status. Exploration ends.

264

The grim work is finally done. The mortal remains of Lord Yvain lie before you, caked in mud and reeking of blood. Just one glance is enough to know a human didn't slay the lord of Cuanacht. His armor is so dented it proves impossible to remove it from his body. His left arm is gone as if ripped away by a terrible force. His massive great helm is caved-in; you shudder to think about what's under it.

Only after a moment, you notice a strange, shining talisman clutched in Yvain's hand and decide to keep it for closer investigation.

Each Party member who has at least 1 gains 1. Each Character gains 2 Exp.

Gain part 6 of the "**Fate of the Expedition**" status, part 2 of the "**Pillager**" status and the "**Shining Talisman**" Secret card (**22**).

If you **have** at least 1 point of , go to Verse 301 in the Book of Secrets. Otherwise, Exploration ends.

265

The Head of Morrigan was lost in the confusion, but knowing how persuasive it can be, you have no doubt it will find a way back on its own. Fortunately, even without the head, you remember the next instructions from Mordred clearly: with the balance of power shaken, he wants to call all rivals to negotiations in Halfway.

CONGRATULATIONS! You've completed your current Chapter! One chosen Character gains Secret card **24**. Gain part 5 of the "**Allies of Avalon**" status, as well as part 1 of the "**Diplomat**" status. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4B** Setup card and follow its instructions to begin the next Chapter.

All Party members pass for the rest of this day. Exploration ends.

266

You find the merchant and tell her you know about her brutal methods of eliminating competition. Caught by surprise, she admits to your accusations.

- **Turn her in** – each Party member gains 4 Rep and 1 Exp.
- **Accept her bribe** – gain 5 Wealth and 2 non-Companion Item.

Then, discard Secret card **9**. Exploration ends.

268

You strike true, and her head rolls down the ancient stones. As soon as it stops moving, a muffled cry comes from one of the side chambers.

Hint: If you came here to answer Morgaine's summon, it is now apparent it was a trap. You can pledge yourself to one of the other remaining powers of Avalon or help your hometown to continue your journey

Gain part 5 of the "**Lost and Fallen**" status. Each Character gains 1 Exp and 4 Rep. Choose one:

- **Leave** – *It's probably better if you not let yourself get caught here.* Exploration ends.
- **Investigate the cry** – Go to Verse 521.

270

Was it the same hunter you encountered before? Its attacks affected your mind as well as your body. Could it become even stronger?

From now on, Fore-dweller Encounters triggered by the "**Hunted**" Secret card (**13**) gain the following Traits:

Each Character can only play up to **2** cards during their Activation. Each Character Panics during the whole Encounter, regardless of their .

Continue the game.

277

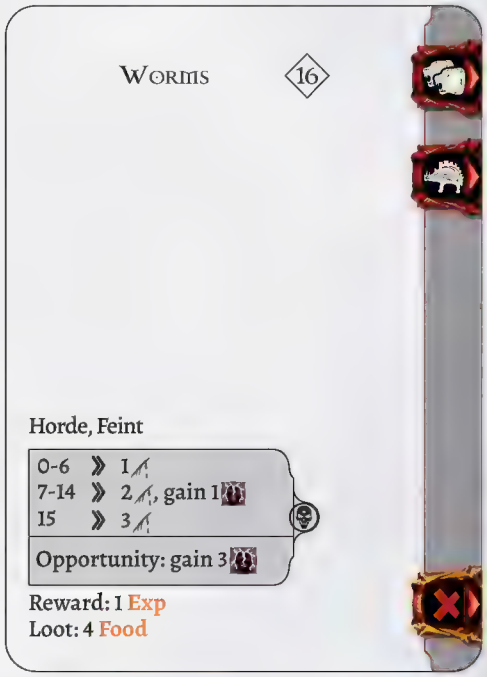
Among the remains, you spot a strange, opalizing object. You dig up a set of chisels and hammers made from what looks like pure wyrdsteel!

If you **don't have** Secret card **58**, gain 1 Exp and Secret card **58**

Return to Verse 7 in the Exploration Journal of First Farmhold (**117**).

278

If you win, gain 1 Quest Token. Exploration ends.



279

You speak with the woman for a while. She hesitates but, in the end, acknowledges your point and agrees to retire. She thanks you for everything and, as a parting gift, leaves you her equipment. Then, she bids you farewell and goes away.

Gain Secret card **50** and 2 random non-Companion Items. Each Party member gains 3 Exp and 2 Rep. Exploration ends.

281

When you look at the Grudgestone, you see ancient, eroded runes with your name. Dusty memories emerge from the back of your mind. Three hundred years ago, you signed a contract with a merchant and robbed him afterward. His son came here later and engraved a grudge against you. After a while, you find more inscriptions about yourself you wandered Avalon

under a dozen different names. And almost every entry describes various crimes. Living forever and being tormented by memories didn't exactly make you a good person. Maybe now, as Avalon falls apart, you can redeem yourself?

Niamh gains the "**Redemption**" Secret card (**25**). Exploration ends.

283

Return to Verse 8 in the Exploration Journal of Wyrdedge (**141**).

284

Under some rubble, you discover a hatch. You clear and open it. There's an old ladder descending into the darkness. You hesitate for a while, but you decide to climb down. It leads you to a cellar full of old supplies. All the food is spoiled, but there are also some interesting items you could use. You also find a small, wooden chest someone tried to hide in the crack of the wall.

Gain 1 random non-Companion Item, an "**Adventurer's Kit**" Item, 1 Wealth, and part 7 of the "**Hidden Treasures**" status. Gain the "**Disturbing Find**" Secret card (**2**). Exploration ends.

286

Return to Verse 8 in the Wyrdedge (**141**) Exploration Journal.

287

There's a beautiful saber attached to the belt of the woman. She goes south to help refugees on plains adorned with great chalk patterns.

Each Party member gains 1. Go back to Verse 163.

288

The young man struggles to his feet, reluctantly drawing a sword. He's starving and weak, but he has the look of a warrior. "She's all I've got left," he says with a tear tracing down his cheek. "And I'm all she's got. The only way I'm leaving her side is through the grave."

Resolve the "**Seasoned Warrior**" gray Encounter (Difficulty 2). If you lose or Escape, Exploration ends. Otherwise, read on:

The girl drops to her knees in floods of tears. Her dolorous eyes and mournful wail pierce your heart keener than the man's sword ever could. She seizes the dagger from her dead lover's waist and thrusts it toward her chest, but an onlooker bats it aside. A vicious mob hauls her up and drags her away, back to the asylum to die a slow, lonely death.

Each Party member gains 1 Exp. Each Party member gains 1 for each point of their . Gain part 4 of the "**Helping Hand**" status. Exploration ends.

295

You wake up in the sticky mud. You cough, cry and scream at the same time. You still remember the pain of dying. But now, you live. You seem as healthy as ever. You're just not sure whether you want to live.

Each Party member regains all and all . Each Party member gains 3. Gain 1 Quest Token. Exploration ends.

299

Resolve the "**Slick Fraudster**" blue Encounter (Difficulty 2). You must choose the "**Reveal Forgery**" Stage. You can't avoid this Encounter.

If you win – go to Verse 340.

Otherwise – *Cosuil tells you it will be better if you leave.* Exploration ends.

301

You carefully inspect the remains and conclude that Yvain died no longer than a week ago. Under his feet, you discover some small trinkets that look like burial parting gifts: a set of glass prayer beads, a bracelet made of boar fangs, and one razor-sharp steel dagger. It seems at least three members of the expedition outlived Yvain and buried him. You might still be able to catch up with them!

Each Party member gains 1 Exp. If your is at least 2, and is at least 1, go to Verse 174 in the Book of Secrets.

Otherwise, Exploration ends.

305

The letter is from Morgaine herself, who rules Kamelot in the absence of the king. This fearsome sorceress, rumored to be a direct descendant of the death goddess Morrigan, invites you to abandon this petty war and do something that matters come to Kamelot and help her stop the fall of Avalon.

New Task: If you wish to forsake the War for Avalon, go to Morgaine in Kamelot (**190**) and pledge your allegiance **OR** try to find all clues related to the first expedition scattered throughout the southern part of the island.

Hint: there are always more tasks than you can complete in a single play-through of the campaign!

Continue the game.

306

You try to show how the people of Falfuar feel. They live in constant fear; they can't work or hunt because of the wyrdness. They can't move anywhere, even if they wanted to – the trails are engulfed by wyrdness and unsafe. Their only hope is Bundorca or recovering the menhir.

The village chief stops you there and says the menhir now belongs to Bundorca. Everything is stated in a document signed by their ancestors. You agree with him, but then point out that the world changes, while written words don't, eventually becoming obsolete. Then, you speak of profits the Falfuarans could bring to Bundorca. In the end, no one is truly satisfied, but they see your point. They write a new document, and you sign as a witness. The great migration of Falfuar's townsfolk to Bundorca begins.

Each Party member gains 2 Exp.

Gain part 1 of the "**Traveling Menhir**" status. Remove Location **134** from the game and replace it with Location **147**, Abandoned Falfuar. Remove Location **135** from the game and replace it with Location **148**, Faldorca. If models of any Party members are not on Location **148**, move them there. Exploration ends.

308

You pack everything and drag it to the long-hall at the top of the town. There, in a room half-eaten by the crystalline structure, you lay the sacks before the council of elders. They are shocked by the news they have sheltered a renegade knight for many years. You are kindly asked to leave and handed a couple of tarnished silver coins as a reward for your fatigue.

Each Party member gains 1 Wealth. Gain part 1 of the "**Restoring the Order**" status. Exploration ends.

311

As you walk through the castle, you witness Morgaine's maids hurrying along a string of scared small girls through one of the side chambers.

So, the rumors are true! Morgaine does buy girls from all over the island and brings them to her private quarters. But to what purpose?

Each Party member gains Gain 1 . Return to Verse 16 in the Exploration Journal of Kamelot (**190**).

312

Your valuables quickly disappear inside many pockets of the older woman's robe. Then, she takes out an earthen vial.

"Drink this, my child, and worry not. The concoction will release you from this terrible disease. It will cut off its roots, and let you heal. Now, drink!"

You do as she says. The taste is terrible, like a mix of blood, soil, and feces. You feel dizzy, seeing the concerned face of the woman leaning over you. Then, you lose consciousness.

You wake up hours later, feeling quite good. Unfortunately, you don't think the Red Death left your body

Each Party member loses 2 and gains 2 . Exploration ends.

313

Draw a "**Vagabond**" gray Encounter. If you win, draw the "**Wyrd-claimed**" gray Encounter.

If you've lost at least one battle or Escaped – *The wounds you've suffered show signs of infection.* Each Party member gains Secret card **66**. Exploration ends.

If you've won both Encounters, or the enemy Ran Away – Exploration ends.

314

If you're playing **Chapter 3B**, go to Verse 315. Otherwise, read on:

CONGRATULATIONS! You've chosen your ally in the War for Avalon and completed your current Chapter!

Gain part 3 of the "**War for Avalon**" status. Each Character gains 1 Exp and 1 Wealth. One chosen Character gains Secret card **24**. Gain the "**Morrigan's Head**" Secret card (**16**), if you **don't have** it yet. Discard all Event cards, including Active Quests. Then, either Save your game or draw a Chapter **3B** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

315

Gain part 3 of the "**War for Avalon**" status. Each Character gains 1 Exp and 1 Wealth. Gain the "**Morrigan's Head**" Secret card (**16**), if you **don't have** it yet.

Exploration ends.

316

You eventually return to the courtyard, now littered with bodies. Ultan's warriors are almost done gathering the loot and form up, preparing to follow you into the wyrdness-covered land.

Behind, the Kamelot is on fire. You don't look back. If the fortress no longer serves the people of the realm, it might just as well burn.

CONGRATULATIONS! You've completed your current Chapter! Each Character gains 3 Exp. One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

318

You learn the trail-keepers were attacking travelers out of hunger and desperation for a long while, not one shipment came from farmholds that were supposed to provide upkeep for the trail. Thanks to your effort, the keepers realize they've let the trail become more important than the people travelling it.

As a thank you, they share with you many secrets of the gorge.

Each Party member gains 1 Exp. Gain part 2 of the "**Tangleroot Knowledge**" status. Exploration ends.

321

This deep cavern looks older than Tuathan itself. Huge reliefs on its walls, depicting Fore-dweller rituals and gatherings, are visible in the daylight seeping through long shafts in the ceiling. Only after a while, a faint glint of gold somewhere to the side catches your attention. You approach it. Your knees buckle.

Before you, covered in cobwebs and dirt, a radiant cup rests on the floor of the cavern. You feel your heart skip a beat.

You've made it. The Grail lies before you, discarded and forgotten.

Just a single touch is enough for you to know that the artefact is real. Though made from some strange metal, gold in color, yet opalescent like wyrdsteel, it feels warm in your hands. You raise it in reverence to the light as grand visions fill your head. For a moment, you feel invincible; a hero of legend destined to change the world.

Then, a fresh breeze from one of the side corridors sobers you. It's time to go back...

Gain part 3 of the "**Underfern**" status, and the "**True Grail**" Secret card (**7**). Each Party member gains 3 Exp and 3 Magic.

If all Characters are in this Exploration, go to Verse 412 in the Book of Secrets.

If not every Character is here, go to Verse 350 instead.

325

You look at the First Farmhold from the high wall. The chasm at the center is so intimidating you want to retreat. But, the people of Avalon need you. And maybe you need them too? Should you ask for their help?

Now, resolve the "**Ancient Wyrm**" green in Verse **343**.

327

You slide down the muddy corridor and finally end in a puddle of musty water. You curse, then catch a glimpse of gold beneath the water surface. You've found a broken cask of coins!

Each Party member gains 1 Exp. Gain 5 Wealth. Gain part 2 of the "**Underfern**" status. Then, go back to Verse 14 in the Fernsea (**153**) Exploration Journal.

330

You stand, victorious but sad. The Falfuarans leave with their heads down. Everything could be better – both settlements could live in peace, sharing the menhir, trading, completing each other. But now, Falfuar is doomed. People leave their homes that will be swallowed by the wyrdness. The one bright spot in this sea of gloom is that the people of Bundorca will be happier now.

Gain part 1 of the "**Traveling Menhir**" status. Replace Location **134**, Falfuar, with Location **147**, Abandoned Falfuar. If models of any Party members are not on Location **135**, move them there. Exploration ends.

331

Among all the stinking, disheveled people, you see one familiar face – a young man who sought to sell his contract at the Warrior's Fair. Judging by the sickly woman beside him, he found his wife. There were no children, however, and their forlorn expressions told that story. Unbidden, the man babbles his thanks to you and tells you of his journey since the fair, of breaking his wife out of the asylum and being chased from town to town. Piecing it together, you realize they started the plague and are responsible for its spread. A shadow crosses their faces as they nervously look at you, awaiting your reaction.

Gain part 2 of the "**Helping Hand**" status.

- **Turn them in** – go to Verse 288.
- **Confront them** – go to Verse 246.
- **Convince them to leave** – go to Verse 164.
- **Let them be** – go to Verse 341.

332

After revealing the events that transpired in the Tombs of Arthur, Palamedes breaks down into tears, and Bedivere hangs his head in shame.

- **Leave the knights to their worries** – *You leave them broken and weak.* Gain part 3 of the "Fall of Chivalry" status.
- **Bolster the knights** – *You help them understand that the realm still needs them.* Gain part 3 of the "Restoring the Order" status.

Then, if you are not playing **Chapter 4A**, Exploration ends.

If you are playing **Chapter 4A**, read on:

CONGRATULATIONS! You've completed your Quest. Each Character Gains 1 Exp, then find and resolve **Chapter 4A: Part 3**. Exploration ends.

333

The sloping trunk of the tree makes the climb easier, though your feet keep slipping on fat worms living on its bark. You finally reach the top. The chain was attached here so long ago that the tree grew around its end. On the other end, a long, desiccated arm swings in the wind. You almost fall down when you realize it has fingers twice as long as yours and an additional elbow. On one of the fingers, a perfect silver band shines...

- **Return the ring to the creature** – *Does it weep? Or is it having difficulty breathing? Anyway, it seems grateful. It reaches under its cloak and hands you some gemstones and a small pendant. For a split second, you notice the creature's fingers are twice as long as yours.* Gain 1 Wealth and the "**Fore-dweller Bauble**" Secret card (**44**). Exploration ends.
- **Keep the ring** – *The creature hisses and discards its cloak, revealing its true form.* Resolve the "**Fore-Dweller Spirit**" purple Encounter (Difficulty 3). If you win, gain the "**Crawling Ring**" Secret card (**39**). Exploration ends.

334

She looks at her wounds, her paltry equipment, and then back at you. "I will go home and live like my mother and her mother. Thank you, traveler."

Each Party member gains 3 Rep. Gain part 5 of the "**Cosuil**" status. Exploration ends.

335

Resolve the Morgaine blue Encounter in Verse **396**.

336

Without her henchmen, Morgaine becomes an easy target.

- **Kill her** – go to Verse 268.
- **Ask her why you should let her live** – go to Verse 237.
- **Let her be** – Exploration ends.

337

Many scenes swirl in your mind. It will require a strong will to focus on one of them.

- **The group enters Tuathan** (pay 2 Magic and 1 per Character) – go to Verse 457.
- **Aubert lays on the ground, hands pressed to his temples** (pay 2 per Character) – go to Verse 440.
- **The heroes enter a strange citadel shrouded in wyrdness** (pay 1 Magic and 1 per Character) – go to Verse 451.
- **Think about something else** – go back to Verse 163.

338

Go to Verse 756.

340

You reveal the man is a fraud. He doesn't know other languages, his maps are fake, and he only wanted Cosuil's money. The woman thanks you dearly and you go together to find a better scribe. When you leave, you hear something about the Valley of Guardians.

Each Party member gains 1 Rep. Gain part 3 of the "**Cosuil**" status. Exploration ends.340

341

You decide to keep their secret. At this point, one more infected couple surely won't make a difference will they?

Each Party member gains 1 Exp and then gains 1 for each point of their . Exploration ends.

342

The woman lies on the ground, bleeding out. You dress her wounds as well as you can. Fortunately, they are not severe. After a while, she regains consciousness and looks around with terror in her eyes until he notices you and sighs with relief.

You learn that she recently became a traveler. Her name is Cosuil, and the reason for her voyage is rather interesting. Here family owned an old notebook, filled with odd, spidery writing and striking sketches. It was handed down from generation to generation, along with a story of a heroic ancestor who fought Fore-dwellers and wyrdness. None of her relatives could understand the language of the notebook. When it passed on to her, she decided to unlock its mystery. She's currently seeking a scholar who will help her with translation. She heard someone like this resides in Timberwall.

- **Convince her to abandon her quest** – *You saw her skills. She will die sooner or later if she can't handle a wyrdbear.* Go to Verse 334 in the Book of Secrets.
- **Give her some advice on surviving in the wilds** (lose 1) – *She is not a great warrior, but she has a great dream.* gain part 1 of the "**Cosuil**" status. Exploration ends.

343

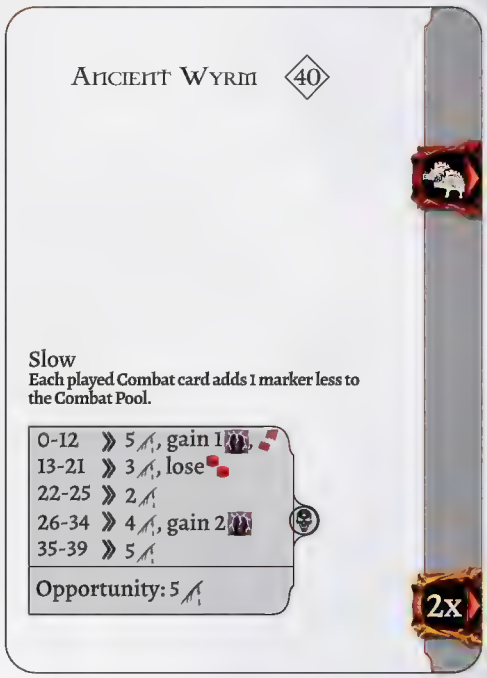
If any Party member **has** Secret card **27** (even if not active), that Party member gains each time they play a Combat card.

Additionally, you may pay 10 Rep (per Character) and 5 Wealth (per Character), to gain the following effect: in this Combat, during each Enemy Attack, prevent 1 .

If you lose or Escape, Exploration ends. Otherwise, read on:

Your battle with the beast, on the silent arena of the ancient ringfort, was worthy of song. Now, the creature lies dead, and First Farmhold is ready to shelter humans in dire times once again. You'd better lead someone here before unwanted visitors move in. Or before the enormous carcass begins to rot...

Each Party member gains 2 Exp. Gain part 2 of the "**Last Haven**" status and 4 Food. Exploration ends.



344

You mention the woman from the broken tower and start to explain what you have encountered. The assembled go silent. The youngest looks at the puzzled expressions of his companions. "Do you know anything about this?" he asks. Before they can answer, he bursts out: "Have you tried to murder her?"

"Of course not! Why would we?"

"You always hated her. She came to me, even if it meant abandoning her village for a shack on the coast. I've seen you burning with jealousy. No one ever came to accompany you in your exile."

"Enough!" the oldest keeper shouts. "You knew this is forbidden. All the past must be cut off."

"So, you cut off my girl?"

"Yes, unfortunately, we did," the man who was quiet until now says. "We met her at the tower and tried to persuade her to leave. She did not listen. She "

He can't finish, because the youngest one punches him in the face and draws out a knife. The oldest tries to grab the young one, but ends up with the blade in his chest. You move to help, but trip over the fallen table. You look on powerlessly as the youngest keeper is thrown out the door, fails to catch the bridge, and with a piercing shriek falls to his death on the sharp rocks below.

The scene calms down, as the only living keeper kneels by his companion and lets out a quiet cry.

"They were like brothers to me. Now, they are dead! And this is all because of this woman. It was she who lured us to the tower, you know? Then, she tried to push us down, but in the end, fell herself."

Then, the man goes silent and does not respond to your words. You come to a chilling realization he will now spend his life here alone, without anyone to exchange stories. Old traditions are forgotten in these hard times, and no new keepers will come through the wyrdness-covered trails. You respectfully retreat from the tower.

Each Party member gains 1 and 1 Exp. Gain part 6 of the "**Helping Hand**" status. Exploration ends.

345

Lancelot breaks down and reveals his subterfuge — he convinced Neante to bring the true Grail north, to the Tombs of the Order, for a critical ceremony he wanted to perform. She departed with a retinue of knights, and so far, he hasn't received any words from the Tombs.

Listening, you hear the worry in Lancelot's voice. What were his knights to do?

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Each Character gains 2 Exp and 1 Magic. One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4A** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

346

Resolve the "**Abhartach**" purple Encounter (Difficulty 3). If you win, go to Verse 354. Otherwise, Exploration ends.

350

As you approach the tunnel exit, you stumble upon the rest of your friends, running in the opposite direction. Breathing heavily, they tell you they've seen armed forces converging upon the Fernsea and came to warn you. Together, you head to the exit of the tunnels, hearing a low hum that seems to grow louder with every step. It almost feels as if Fernsea turned into a storm-torn ocean above you. As soon as the daylight envelops you, this hum splits into sounds of human cries and dying horses. A young squire with an arrow in his back lies at your feet in the mouth of the cavern. A battle rages before you!

Every Character not in Fernsea (**153**) loses 1 . Move these Characters to Fernsea immediately. They join the rest of the Characters in this Exploration and form a single Party.

Go to Verse 414.

352

Congratulations! You've found your first Secret.

Return to the start of the Journal.

354

The small, ugly body of the dwarf lies on the ground, but you know his soul has not perished and now seeks some human child or animal. It will alter it, and soon, it will become as twisted and powerful as ever. The traveler knows nothing of this and begins to search the dwarf's broch for worthless pieces of golden junk.

Each Party member gains 2 Wealth. Exploration ends.

355

You check the feces and discover they must have gathered here for centuries. The windowsills ground down by the talons of landing birds confirm your theory. These ruins must be older than the human presence on Avalon!

Gain part 1 of the "**Farpoint Clues**" status. Exploration ends.

359

Cosuil was disappointed her ritual didn't work, but then you focus the island's powers into the symbols she wrote. The stones greedily drink the magic. The mist disperses, and you suddenly feel safer.

Each Party member gains 1 Rep. Put a new Menhir model on this Location and set its Dial to **5** (-1 per Character). If there aren't enough models left, take it from another location of your choice. Go to Verse 229 in the Book of Secrets.

360

Your ceaseless assault eventually pushes Arthur right to the edge of the well. Gaheris charges his king one last time. They grapple for a moment until they both lose their footing and tumble into the well.

The red substance boils. Sudden tremors rip through the Citadel.

"We must go!" Morgaine cries, weaving a spell. "Find me in Kamelot. If you survive, that is."

She disappears in a cloud of wyrdness, and you're left alone in the increasingly unstable heart of Tuathan. Time to leave!

Go to Verse 610.

366

The similarities between this charm and the talisman you found on Yvain's body become instantly apparent. Could it be that many so-called champions met their doom over the years, equipped with paltry trinkets like this one? Where did they get them from? You have a suspicion.

New Taks: confront Pale Lady with both talismans.

Go back to Verse 17 in the Fernsea (**153**) Exploration Journal.

377

It is dark here. You try to move, but you can't. You try to scream, but only bubbles emerge from your mouth, floating upwards. You must be deep underwater. You look around. There are ruins beneath your feet and an irregular pile beside it. The longer you watch, the more details you perceive. The structure looks like an arbor made of webby stone. And the pile is made of bones – thousands of them! Then, a shadowy figure emerges from between the bones and approaches you with incredible speed!

Gain the "**Deep Secret**" status. Resolve the "**Fore-dweller Spirit**" purple Encounter (Difficulty 3). Regardless of the result, the Nightmare ends.

385

An opalizing glint catches your eye. You walk up to a pile of old household items and push them aside, revealing a small hammer and a set of chisels made from strange, ancient metal. You try to contain your excitement, but the hag already noticed you want these tools. She asks for a sum that – in her mind – must seem astronomical.

You may pay 2 Wealth to gain the "**Stoneshaper's Tools**" Secret card (**58**), if you **don't have** it yet. Then, Exploration ends.

388

You dispose of the knight quickly enough, but Morgaine seems unphased.

"You see, I know the secret of wyrdness. I know how to shape it to my will. Observe."

Before you can interrupt her, she surrounds herself, and her knight, with a cloud of pure wyrdness. Seconds later, Gaheris rises once more – stronger and much, much stranger.

Resolve the "**Returned Gaheris**" purple Encounter in Verse **444**.

390

You climb up the gully wall and stand on the higher ground. You start to speak...

Add your to the number of acquired parts of the "**Diplomatic Mission**" status. If you're playing **Beor**, add 1 (as a blacksmith, the townsfolk respect you). Then, roll a die and add the result. You may reroll the die any number of times, paying 2 Rep per reroll.

If your result was:

1-6 – Go to Verse 107 in the Book of Secrets.

7+ – If there is a Quest Token on Location **135**, go to Verse 220 in the Book of Secrets. If there is a Quest Token on Location **134**, go to Verse 306 in the Book of Secrets.

395

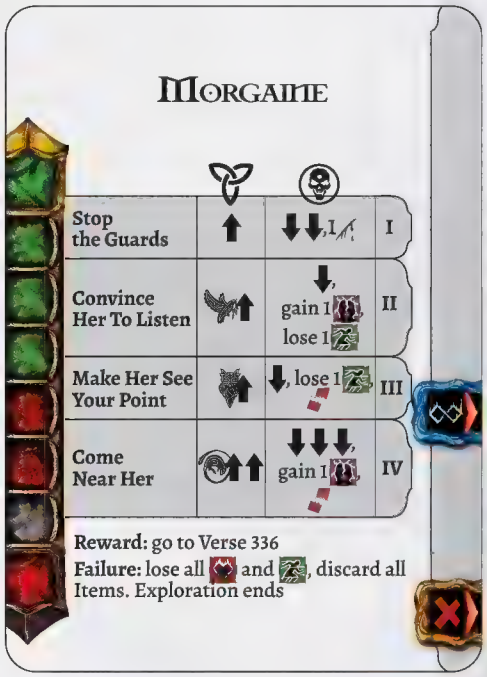
Lancelot speaks to someone – you can't see them.

"...Order is gone," he says slowly. "So many knights missing! Gaheris tries his best in the Borough. Bors has gone to the western farmholds to stop the war. Bedivere and Palamedes are on a mission up north. Gawain went after them to help. Agravain investigates unsettling rumors about Fore-dwellers near Longbarrow. Gerraint died – Moonring druids must name his replacement, but they are locked in an unfruitful debate. Lamorak must be on the coast, near the Horns, looking for a path westward. Galahad is presumed dead since he abandoned the Round Table – but we don't have his insignia, so we can't name his descendant. The Order of the Round Table is on the verge of destruction! I can't leave Kamelot. If you find my knights, send them home."

Each Party member gains 1. Go back to Verse 163.

396

If you end this Encounter without winning or failing, Exploration ends. Ignore the "**Distrust**" Secret card (**42**) during this Encounter, if it is in play.



405

With all the evidence and bits of information you've uncovered, you know enough to hazard a guess as to the entire story of the first expedition.

Confident and full of hope, they were led by Lord Yvain to the one place he thought might have a solution for Cuanacht's ills: Kamelot. But with this ancient seat of power in disarray, Yvain's expedition couldn't secure any help. Instead, Morgaine sent them chasing a wild dream: the Grail lost in the Fore-dweller capital six hundred years ago.

The group traversed the island and attempted to enter Tuathan through the Valley of Guardians. There, they suffered

their first casualty, as Aubert fell prey to the malignant powers of the vale. The rest of the party retreated to look for another path. They eventually found one in Timberwall, though getting there wasn't easy because of the war enveloping the island. The Cuanacht champions switched sides, broke into King's Hall, and entered the twisted spaces of the Fore-dweller capital.

There, they eventually found what they sought: the Grail. The champions barely escaped with their lives, and a powerful entity chased them to the walls of Tuathan and into the human world.

Barely holding on to their lives, the champions reemerged in the southern part of the island. They hurried eastwards, toward Kamelot, but their pursuer caught up with them on the sacred plains south of Farshire. Yvain was killed covering the retreat. The rest ran in panic and stopped by the Mirror Lake, where the Pale Lady sheltered them. To protect the Grail from her former kin, the Lady created two decoys – two tainted grails to throw the hunter off the trail. The last three remaining members of the expedition – Fael, Neante, and Erfyr – split, each carrying one cup. Fael was the next victim – his Fore-dweller pursuer found him in Tangleroot and claimed his life. Fortunately, the Grail in Fael's possession was a fake.

Neante and Erfyr linked up in Plagued Borough and entered Kamelot. But instead of giving Morgaine the true Grail, they presented her with the decoy. Lancelot asked Neante to bring the real vessel north, to the Tombs of the Order, under heavy escort, hoping to put his plans into motion. Neante agreed while Erfyr headed south, eventually finding his death in the First Farmhold.

In the Tombs, Lancelot's plans were laid bare. He wanted the Grail to bring back Arthur, but his plan failed miserably. Shaken and grieving, Neante fled farther north, discarded the Grail, and eventually settled in the Forest of Whispers; the last living member of what was once a party of hopeful champions.

CONGRATULATIONS! You now know everything about the sad and turbulent quest of the Cuanacht's champions.

If you **don't have** part 9 of the "**Fate of the Expedition**" status, each Character gains 5 Exp. Then, gain part 9 of the "**Fate of the Expedition**" status and continue the game.

410

You approach the source of the shouts. A young woman desperately fights off a wyrdbear! The creature mauls her badly, and she falls to the ground. The beast now focuses on you.

Place a Dial near the Events deck and set it on 5. Resolve the "**Wyrdbear**" green Encounter (Difficulty 2). Decrease the Dial by 1 with each enemy Attack. If you would set it to 0, discard it instead.

If you discard the Dial, Escape or lose – the woman dies; gain part 5 of the "**Cosuil**" Status and Exploration ends.

Otherwise – go to Verse 342 in the Book of Secrets.

412

As you approach the tunnel exit, you hear a low hum that seems to grow louder with every step.

It almost feels as if Fernsea turned into a storm-torn ocean above you. As soon as the daylight envelops you, this hum splits into sounds of human cries and dying horses. A young squire with an arrow in his back lies at your feet in the mouth of the cavern. A battle rages before you!

Go to Verse 414.

413

You enter the hole. As you crawl through, you feel fear and tension leave your body. After a time, you hear splashing water and hushed voices. You emerge in a spacious cavern with a stream flowing through its center. Makeshift tents made of rawhide house a few dozen people talking, playing dice, or lying on the ground. When they spot you, they swarm and start asking you about everything – you, your quest, the world, the weather...

You learn they are travelers who couldn't traverse the Valley, and now can't go back. Some have lived here for many years. They cultivate edible lichen, hunt creatures of the depths, and even have some hens.

- **Show them the unopenable chest** (requires Secret card **2**) – go to Verse 419.
- **Find out why they can't go back** (requires at least 3) – go to Verse 441.
- **Learn more about these people** – go to Verse 169.
- **Leave the Valley after a short rest** (lose 1) – Exploration ends.

414

You're not sure who's fighting who. At least two separate warbands war with each other, and with soldiers bearing signs of Kamelot. What would cause them to clash so far from human settlements? Unless...

It takes you a moment to realize they should have spotted you a long while ago, if not for a pale sphere that seems to envelop you.

"Don't stand there, fools!" a tall, hooded figure shouts, emerging from behind the rock. "I can't keep this up for long."

You retreat from the battle, afraid to ask any questions, as your savior seems strained to the brink of collapse. You manage to get a hundred paces from the melee when a stray arrow strikes the cloaked figure in the back. Four arms stretch out from under the cloak. The hood falls, revealing long, dark-blue hair. A sharp cry resonates in the air, in the language you don't understand.

The Lady of the Lake lies before you in a pool of blood, just as shocked as you are. You drag her to safety behind one of the rocks, and she gestures for you to lean closer.

Each Party member gains 1 . Go to Verse 485.

415

You fall asleep immediately and spend the night without a single dream. When you wake up, moss and fungi cover you, but removing them is easy enough.

Each Party member Passes the Day. Gain 1 Quest Token. Exploration ends.

416

You reach into the well and drink from it, your eyes closed. You try to ignore wriggling insects and the slippery algae. Suddenly, a feeling of power fills you. You are reinvigorated, even though you can't get rid of a feeling that the worms now crawl inside you.

Each Party member gains 2 Magic, 3 and 4 . Gain 1 Quest Token. Exploration ends.

417

If you **have** Secret card **8**, go to Verse 418. Otherwise, read on:

Morgaine turns to the table, and before you can blink, throws something large and metallic at you.

"Here, catch!"

You instinctively grab the object – and you stumble backward, dumbfounded. A golden goblet lies heavily in your hand. Your head spins. Only after a moment you notice the faint smell of kelp emanating from the cup.

"This is what I busied myself with the entire time: the Grail. Or at least I thought it was. I can sense this Fore-dweller hag, the Lady of the Lake as people call her, meddled with it, and the thing seems almost devoid of power. You can try to ask her, I hear she has a thing for commoners, but somehow, I doubt she'd answer. The Archdruids of Moonring seem like a safer bet. That fat fool Amergin owes me a lot. Take the Grail to his bumbling magnificence and see what he makes of it. Don't worry; I won't let you go empty-handed!"

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Gain the "**Tainted Grail**" Secret card (**8**) and the "**Moonring Mission**" status. Each Character gains 1 Exp and 1 Magic. One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4A** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

418

She turns to the table, and before you can blink, throws something large and metallic at you.

"Here, catch!"

You instinctively grab the object – and you stumble backward, dumbfounded. A golden goblet lies heavily in your hand, just like the one you already have in your possession! Your head spins. You notice the faint smell of kelp emanating from the cup.

"This is what I busied myself with the entire time: the Grail. Or at least I thought it was, until you brought the second forgery. These Grails were created by this Lady of the Lake. But why now? And did she have the true vessel to copy? That fat fool Archdruid Amergin owes me a lot. Take one of these so-called Grails to his bumbling magnificence and see what he makes of it. Don't worry; I won't let you go empty-handed!"

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Gain the "**Moonring Mission**" status. Each Character Gains 1 Exp and 1 Magic. One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4A** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

419

When you reveal the box, an older woman approaches you. She is a scholar who established this community along with her now-deceased husband. She tells you this chest originates from the Age of Legends – she has been studying something similar in Kamelot. She takes the chest, tinkers with it for a while, and the lid cracks open. She looks inside, and her face goes pale. You take it from her shaking hands.

There is an old icon representing three scenes – Arthur going into the wyrdness and a Pale Lady standing in the background; the wyrdness swirling around Arthur and entering his body; finally, the Pale Lady laying her hands on the chest of a behemoth in dark armor.

The woman takes the icon from you and throws it down one of the pits.

Remove the "**Disturbing Find**" Secret card (**2**) from the game. Each Party member gains 2 . Gain part 8 of the "**Burning Mystery**" status. Go back to Verse 413.

421

You press your back against the membrane and close your eyes. Its slow pulses calm your nerves. Before you know it, you're half-sunken into the wall of flesh. You struggle, try to break out, but can't. Soon you are fully submerged and start suffocating, but it lasts only for a moment. The membrane spits you out on the other side, choking and bruised.

Each Party member gains 2 , loses 2 and gains 2 Magic. Gain 1 Quest Token. Exploration ends.

423

Resolve the "**False Accusation**" blue Encounter (Difficulty 3). Start this Encounter on the bottom of the Affinity track.

If you win, go to Verse 643.

Otherwise, each Party Member loses all , 2 and the "**Crest of the Order**" Secret card (**51**).

Exploration ends.

427

You did it! You pull yourself onto the sword's cross-guard – as wide as a moat. Startled seabirds watch from their nests. You stretch your arms wide as if to embrace the entire island. From here, you can see incredible far-away places: the pale, smooth walls of a Fore-dweller fortress to the north-west, the castle of Kamelot far along the eastern shore, the reflective surface of the Mirror Lake directly to the north, and the sacred druid Moonring behind it.

Then, you discover that many parts of the sword's cross-guard and pommel are still covered in gold!

If you **don't have** part 1 of the "**Hidden Treasures**" status, each Party member gains 1 Exp and 2 Wealth, and part 1 of the "**Hidden Treasures**" status. Exploration ends.

428

CONGRATULATIONS! You've chosen your ally in the War for Avalon and completed your current Chapter!

Gain part 4 of the "**War for Avalon**" status. One chosen Character gains Secret card **24**. Gain Secret card **40**.

New Task: Bring the heir of Farshire to Ultan to advance the conflict **OR** try to find another diplomatic solution.

Hint: If you decide to embezzle Ultan's treasure, you will be unable to ally with him further.

If you are not playing **Chapter 3B**: discard all Event cards, including Active Quests, then either Save your game or draw the **Chapter 3B** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

430

The cover on the ground is disturbed by small footprints leading into and out of the corridor. You follow them and see disarmed traps along the way. Finally, you enter a small, ornamented cavern with an open tomb in the center of it. A desiccated corpse lies inside, fresh flowers in its hands. It is dressed in strange clothes from some faraway land – you have never seen anything like it. There are still some valuables in this place...

Hint: Cosuil must have succeeded in her quest. Now, you must find her somewhere in Avalon and discover what was in the tomb.

- **Rob the grave** – each Party member gains 2. Gain 4 Wealth. Exploration ends.
- **Leave this place in peace. You don't want to disturb the dead** – each Party member loses 2. Exploration ends.

433

"You are not as perfect as you think you are. But maybe you are good enough?"

If you **have** at least 5 Rep, go to Verse 436 in the Book of Secrets. If not, Orrin tells you to think about yourself and bids you farewell – Exploration ends.

434

The problem is solved – at least for now. Residents of Whitening search their homes for the last remaining valuables with which to pay you: family heirlooms, wedding bands, sacred talismans... Should you accept?

Each Party member gains 1 Exp. Then, gain either 2 Wealth **OR** 2 Rep. Exploration ends.

435

You hear a woman's shouts coming from deeper in the forest, mixed with growls of some angry beast.

- **Ignore the screams and go your way** – gain part 5 of the "**Cosuil**" Status. Exploration ends.
- **Help her** – go to Verse 410 in the Book of Secrets.

436

"I think... I think I can trust you. In contrast to the bumbling fools who visited me in the past, you seem to be aware you're no great heroes. You are also kind of wise. You can come in." Orrin invites you to his cramped crannog.

Each Party member gains 2 Exp. Gain part 2 of the "**Allies of Avalon**" status. Then, return to Verse 2 in the Exploration Journal of Wyrdedge (**141**).

437

You take the opportunity and jostle through the women to grab Siobhan before she can use her knife. You catch her wrists, then hear chanting from behind you. You look back and see a girl murmuring meaningless words. She points her finger at you – nothing happens. But you were distracted long enough to let Siobhan fulfill her threat. She frees her hands, stabs herself in the chest, and slides to the floor.

The Morgaines wail and curse you. You escape, stunned by the hatred in their voices, surprised they didn't attack you with their dark magic.

Each Party member gains 2. Go to Verse 154.

438

A woman runs with a wooden chest under her arm. Her eyes are restless, her breath shallow. She gets down to her knees, starts digging through the ruins, and deposits the box there. Then, she sits on the cliff with faces carved on it. She looks down at the ocean, slowly relaxing. Then, she stands up and heads east, toward the wall of wyrdness.

Each Party member gains 1. Go back to Verse 163.

439

Dozens of furious Falfuarans gather in their village and prepare weapons – they find forlorn swords in their old cellars, transform mundane tools into arms. There are too many of them for you to stop. Together, they set out towards Bundorca.

Several hours later it is over. Many bodies lay scattered around the outer edge of the rival town. Fortunately, not as many as you feared. After the initial assault, warriors from both sides

discovered that killing another human being is an awfully unpleasant thing to do, even when you're full of vengeance and hatred. Bundorca's and Falfuar's chiefs halted their people and spoke for a while. Together, they decided that the best solution is to affiliate Falfuar with Bundorca and try to live under one menhir in spite of their differences.

You are invited to join the wise woman and chief in their discussion. They tell you that the bloodshed is partially your fault, but it did pave way for peace in the end. That is why, despite the tragedy that happened, you are still welcome in Bundorca. Or Faldorca, as it will be named soon.

Each Party member gains 2 and 2 Exp.

Gain part 1 of the "**Traveling Menhir**" status. Replace Location **134**, Falfuar, with Location **147**, Abandoned Falfuar. Replace Location **135**, Bundorca, with Location **148**, Faldorca. If the Party is not on Location **148**, move it there. Exploration ends.

440

Aubert is terrified. He looks over his shoulder at the statues of the Valley of Guardians, feeling their piercing gaze deep in his body. They hate him! He is sure of it. They want to kill him.

Aubert crawls, filled with primordial dread. Blood drains from his nose and ears. Though everything around him is still and silent, the man screams. He presses his fist to his ears to prevent bleeding, or maybe to stop hearing. After a while, he lies on the ground. Then, he stops moving.

Each party member gains 1. Gain part 2 of the "**Fate of the Expedition**" status. Go back to Verse 337.

441

You initially thought they are held here by the power of the statues or perhaps the proximity of Tuathan. But why aren't you affected? You ask around, but everyone answers vaguely. After a while, you realize the actual cause most of them are ashamed to return defeated or go back to their previous lives. And some still lie to themselves hoping they will one day go farther and find their path into Tuathan. Then, there's the pressure from this strange, enclosed community keeping them together.

Go back to Verse 413.

443

As you reveal the golden object, you feel your head spin. It's the Grail! You have no doubts about it you've seen its stone rendition in the hands of Cuanacht's menhir.

The surface of the cup is strangely slick, like the skin of a wet fish. It smells of water and kelp.

After a moment, you also notice a small note on the bottom of Fael's bag.

"Our pursuer is relentless. It never sleeps. We had to split up, so at least one of us reaches Kamelot. If you found this note, it means I wasn't the lucky one. Please, visit my hunting cabin in Whitening and tell my wife everything. I don't want her to wait forever for someone who won't come back.

"I wish you more luck than I had.

"Fael."

Nothing about the Grail as if it wasn't as important as his parting words to his wife.

CONGRATULATIONS! This ends your current Chapter! Each Character gains 1 Exp and 1 Magic. One chosen Character gains Secret card **24**.

- Gain Secret card **8** and the "**Fael's Legacy**" status.
- Add 1 mark to the "**Something is Watching**" status.
- Discard all Event cards, including any Active Quests.
- You can Save your game. Then, take the **Chapter 3A** Setup card and follow its instructions to begin **Chapter 3**. Do this even if you're already playing **Chapter 3A**! This will let you pursue another version of this Chapter!

New Task: Deliver Fael's final words to his wife in Whitening.

If you're playing **Arev** and you **don't have** part 2 of the "**Final Lesson**" status, go back to Verse 13 in the Tangleroot (**114**) Exploration Journal. Otherwise, Exploration ends.

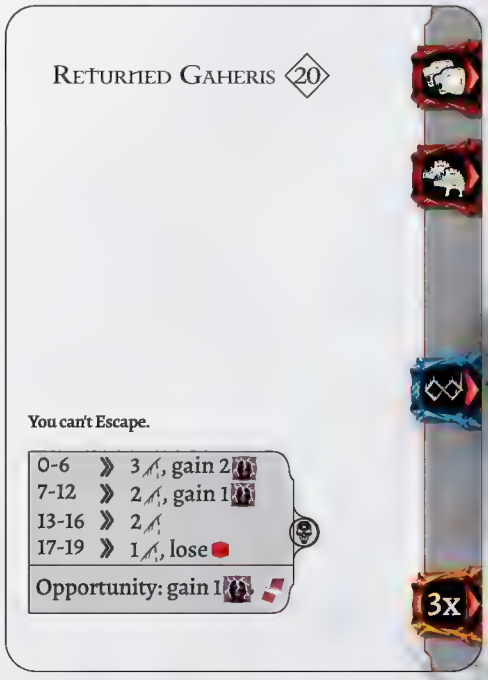
444

You can't Escape from this Combat, even as a result of the "**You Are Dying!**" card. You must fight to the death!

If any Party member runs out of Combat cards during this Encounter, each Party member takes all their discarded Combat cards and shuffles them – they are their new Combat decks; continue the Encounter.

If any Party member has no discarded Combat cards and runs out of Combat cards, remove all cards from the Sequence and shuffle them into their owner's decks.

If you win, go to Verse 24.



446

The pack brims with an oozing substance that smells of kelp and rotten fish. Atop it, there's a barely readable damp note.

"Our pursuer is relentless. It never sleeps. We had to split up, so at least one of us reaches Kamelot. If you found this note, it means I wasn't the lucky one. Please, visit my home in Whitening and tell my wife everything. I don't want her to wait forever for someone who won't come back.

"I wish you more luck than I had.

"Fael."

Gain the "**Fael's Legacy**" status.

New Task: Deliver Fael's final words to his wife in Whitening.

If you're playing **Arev** and you **don't have** part 2 of the "**Final Lesson**" status, go back to Verse 13 in the Tangleroot (**114**) Exploration Journal. Otherwise, Exploration ends.

451

The group of four heroes enters the strange citadel that hangs upside down from the sky. They go directly to the throne room as if they know the way. They find something there a shining cup. Neante quickly hides it. Then, Yvain points at something and screams. Erfyr pushes Fael and Neante, and they run. Space itself bends as their pursuer emerges from behind the throne and moves after them.

Each Party member gains 1. Gain part 5 of the "**Fate of the Expedition**" status. Go back to Verse 337.

455

Gain Secret card **18** – it contains the rules for placing Decoys. Discard Secret card **65**.

From now on, the rules for moving the Fore-dweller change:

At the start of each day, move the Fore-dweller model in the direction of the closest Location marked with a decoy. Remove all decoys after the Fore-dweller movement (regardless if he reached the decoy or not).

- If there's no Decoy deployed, instead move the Fore-dweller model one Location in the direction of the closest Character.
- If there are several paths of equal length or several Characters within the same range, the Fore-Dweller takes a path through Locations with the lowest Location Numbers.

When any Character ends up in the same Location as the Fore-dweller, see Verse 13 in the Book of Secrets for details.

Continue the game.

456

You press your hands against the spikes. They are warm, eager. You clench your fists, almost blacking out from the pain. You don't feel like the sword drinks your blood. Instead, it seems to pump liquid fire through the puncture wounds a fire that spreads through your veins, reaching every part of the body and causing immense pain.

Another wave of pain comes when you try to remove the blade from the stone. At first, it seems impossible. Then, the sword inches upwards. Morgaine snaps out of her amazement and orders Gaheris to attack. His eagerness to go against the hulking Arthur and you instantly raises suspicion, but his drawn weapon leaves you little choice you must fight.

Resolve the "**Gaheris**" gray Encounter in Verse **480**.

457

Neante speaks with King's Hall guards, while Yvain and Fael sneak behind them. They knock soldiers out, and the group enters the Hall. They emerge on the other side of the wyrdstone wall, confused and scared by the shifting scenery of Tuathan.

Each Party member gains 1. Gain part 3 of the "**Fate of the Expedition**" status. Go back to Verse 337.

460

She saw you are more than capable. You helped her twice, and now, you proved you can drive off wyrdness. She is impressed and gladly joins you.

Gain "**Cosuil, the Restless**" Secret card (**37**). Exploration ends.

462

How much did you sacrifice?

0-2 – *You tried to forge something, but used too little blood.* Gain 1 Quest Token. Exploration ends.

3-5 – *You formed your blood into beautiful rubies.* Each Party member gains 1. Gain 6 Wealth. Gain 1 Quest Token. Exploration ends.

6+ – *You managed to craft something special!* Gain one of the following, if available: Crawling Ring (Secret card **39**), Fore-dweller Bauble (Secret card **44**), Runic Sword Item, Masterwork Armor Item, or 8 Wealth. Then, each Party member gains 1 and 1 Exp. Gain 1 Quest Token. Exploration ends.

463

You spend hours examining the bricks, plants, and soil of this place. You expose them to wyrdness and your magic. In the end, you learn the red ferns wither as soon as they get anywhere near wyrdness. You have seen clumps of these plants before, in other parts of the island. You can use this knowledge to find paces safe from Wyrdness.

If you **don't have** the "**Redfern Discovery**" Secret card (**47**), gain "**Redfern Discovery**" Secret card (**47**) and each Character gains 2 Exp. **Remember:** this Secret affects all Characters! Exploration ends.

466

You are falling, but you seem to be slowing down. Suddenly, you see only darkness. Wet, cold tendrils touch your skin. You cringe in disgust but can't do anything to stop them. Then, intense light disperses the shadows, and you find yourself standing in the center of an empty plaza.

Each Party member gains 3, loses 2 and loses 2. Gain 1 Quest Token. Exploration ends.

468

Resolve the "**Convince Lancelot**" blue Encounter in Verse **507**.

470

Gain the "**Matricide**" status. Go to Verse 484.

471

If you **have** part 5 of the "**Cosuil**" status, you only see a small child playing on a meadow. Go back to Verse 163.

If you **have** part 4 of the "**Cosuil**" status, go to Verse 287.

If you **have** part 2 of the "**Cosuil**" status, go to Verse 250.

If you **have** part 1 of the "**Cosuil**" status, go to Verse 221.

472

Siobhan is here, among the women, her hair now just as black as theirs. She says she paid the people of Cuanacht to cover her escape. She's had enough of her mother and decided to go to Kamelot and train to become the next Morgaine. The other women close ranks. They will defend her to the death. She presses a dagger to her heart – you will not take her alive.

Gain part 2 of the "**Final Confrontations**" status.

- **Try to seize her** – go to Verse 437.
- **Let her be** – go to Verse 154.

474

Toss a Dial (if you **have** Secret card **78**, resolve the Skull effect instead):

Grail – *This place is incredible. You toy for a while with its unique ability to repair and restore things.* Each Party member gains 1. Gain 1 Quest Token. Exploration ends.

Skull – *The place suddenly breaks down. The water globe falls. The buildings collapse. What's worse, your old wounds reopen, exhaustion sinks in, and your food spoils.* Each Party member loses 2 and gains 2. Lose 1 Food per Party member. Gain 1 Quest Token. Exploration ends.

475

Gain the "**Morgaine's Task**" status.

If you're playing **Chapter 3A**, rebuild your Event deck: discard all Event cards (including Active Quests), find all Parts of **Chapter 3A** and stack them from 5 (bottom) to 1(top). Then, discard cards from top of the Event deck until **Chapter 3A: part 3** is on top. Draw and resolve **Chapter 3A Part 3** card.

Otherwise, read on:

CONGRATULATIONS! This ends your current Chapter! Each Character gains 2 Exp. One chosen Character gains Secret card **24**.

Discard all Event cards, including any Active Quests. You can now Save your game or take the **Chapter 3A** setup card and follow its instructions to begin this Chapter. Exploration ends.

479

Go to Verse 756.

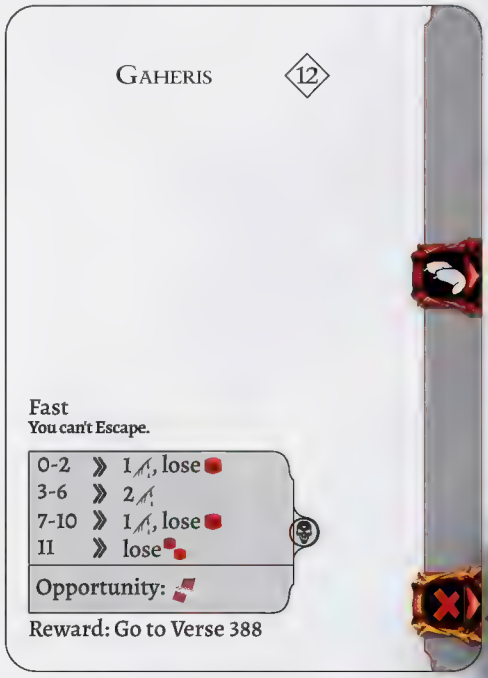
480

You can't Escape from this Combat, even as a result of the "**You Are Dying!**" card. You must fight to the death!

If any Party member runs out of Combat cards during this Encounter, each Party member takes all their discarded Combat cards and shuffles them – they are their new Combat decks; continue the Encounter.

If any Party member has no discarded Combat cards and runs out of Combat cards, remove all cards from the Sequence and shuffle them into their owner's Combat decks.

If you win, go to Verse 388.



481

"There's a human called Orrin... Merlin's descendant who was in the city. Find his crannog, beyond the sacred plains, south of the place your people call Farshire. You can also ask the last of your compatriots, Priestess Neante, in the Whispering Forest. And if you can... south of Kamelot, there's a shimmering beach. Our relic can be found just offshore. It will... help..."

Pale Lady is barely conscious now. "You must go," she says. "Go... before someone finds you. I will rest... here".

Gain the "**Deep Secret**" status, if you don't have it yet.

- **Insist on helping her** – go to Verse 132.
- **Leave** – go to Verse 470.

482

You see an arbor — or is it a chapel? — built on the water just off the coast. A four-armed silhouette stands under its webby roof. You can't see clearly against the background of the rising sun. The figure spreads its hands and howls. Then, a dark cloud emerges from its head, and the silhouette falls limply into the sea. Black mist swirls and flies toward the sun.

If you **have** the "**Deep Secret**" status, gain 2 Magic.

Otherwise, gain the "**Deep Secret**" status. Exploration ends.

483

Return to Verse 8 in the Exploration Journal of Wyrdedge (**141**).

484

Each Party member gains 1 Exp and 1 Rep. One chosen Character gains Secret card **24**.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

New task: Ask sorcerer Orrin or Neante, priestess of the first expedition, about their experiences in Tuathan, make Orrin help you, or find a way into the city on your own.

New task: Recover the Burial Mask from the Shimmering Flats.

Exploration ends.

485

Her voice growing weaker with each second, Pale Lady explains that spies of all major powers of Avalon caught wind of the location of the Grail. Then, their forces swiftly moved in to intercept it.

"The cup... I did not object when your friends took it from Tuathan. I even agreed to help them. But the knights — they did an unspeakable thing. And now the Grail causes even more bloodshed. The cup solves nothing. It will not save the menhirs or bring peace. It will only bring the end faster. You must place it back where it belongs, where it all started — in the heart of Tuathan. Do you understand?"

You're speechless. The thought of penetrating the pure wyrdness of the Fore-dweller capital seems outlandish. You want to ask a hundred questions, but it doesn't seem the Pale Lady will be able to answer more than one...

- **Accept and ask her how to get into the Tuathan** – go to Verse 481.
- **Refuse to take the cup to Tuathan** – go to Verse 494.

486

"You are not as perfect as you think you are. But maybe you are good enough?"

If you **have** at least 5 Rep, go to Verse 436 in the Book of Secrets. If not, Orrin tells you to think about yourself and bids you farewell – Exploration ends.

487

The town is in disarray. Many people are bleeding from cracks their skin. The Red Death is here! You wonder if this has anything to do with the young pair of lovers...

Each Party member gains 2 . Gain part 9 of the "**Left Behind**" status, if you **don't have** it yet. Exploration ends.

488

The knights are shocked, even more so when you bring them a wagonful of supplies. They promise to let in and provide shelter to any group you send here.

Gain part 4 of the "**Last Haven**" status. Each Character gains 2 Exp. Exploration ends.

489

Your battle is worthy of songs, but Agravain isn't pleased. To his dismay, the Reclaimer is just as silent and stubborn and dies before letting out a single word.

- **Convince Agravain he must head home now** – gain part 5 of the "**Restoring the Order**" status. Exploration ends.
- **Convince Agravain he must carry on with his quest** – gain part 5 of the "**Fall of Chivalry**" status. Exploration ends.

490

Still dazed by the unexpected honor, you walk away from the meeting, immersed in your thoughts — only to be caught unaware by a man's face forming out of the mud in a wayside puddle. Even though its features are barely recognizable, the voice you hear when it starts speaking is unmistakably Orrin's.

"I guess I was wrong," he says. "I watched you for a while. You are different than the others. Come back to me, then. I'll teach you everything I know about Tuathan."

Before you can answer, the face disappears.

New Task: return to Orrin to learn more about Tuathan.

494

"There's no time to quarrel," she sighs. She touches a long finger to your forehead, and for a moment you feel a sharp pain as if she burned a hole in your skull. Then — you see everything. Wars and crusades for the Grail. Fore-dweller sentries crawling out of Tuathan to reclaim their property. Finally, a curtain of wyrdness that mercifully falls, cutting this tragedy in its final act.

Pale Lady is barely conscious now. "You must go," she says. "Go... before someone finds you. I will rest... here".

- **Insist on helping her** – go to Verse 132.
- **Leave** – go to Verse 470.

500

You have fallen prey to the dangers of Avalon, and your quest is forfeit. But this is not the end of your saga. The Allmother herself, who was watching your trials and tribulations, decides to intervene, even though bringing you to life causes chaos in the already fraying time continuity.

Gain the "**Saved by the Goddess**" status.

If you choose to invoke the Allmother's mercy and restart this Chapter, reset your , , and tracks to their default positions.

Discard all Location cards along with Menhirs and Guardians. Then:

Do not change your Events deck! You're continuing the last quest you were on.

Chapter 1 – restart the Campaign, including the Campaign Setup.

Chapter 2 – prepare the Location **107** or the Location **106** (choose only one of them), place all Characters and a Menhir there and set its Dial to **8** (-1 per Character). Then, each Character resets their Food, Magic, and Wealth to 2, and loses all Exp.

Chapter 3A – prepare the Location **115** (or Location **125** if Location **115** is removed from the game), place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food and Magic to 2, and Wealth to 1. Each Character loses 1 point of an Attribute of their choice.

Chapter 3B – prepare the Location **111**, place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Wealth and Magic to 2, and Food to 1. Each Character loses 1 point of an Attribute of their choice.

Chapter 4A – prepare the Location **115** (or Location **125** if Location **115** is removed from the game), place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth and Magic to 2. Each Character loses 1 point of an Attribute of their choice.

Chapter 4B – prepare the Location **111**, place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth, and Magic to 2. Each Character loses 1 point of an Attribute of their choice.

Chapter 5 – prepare the Location **135** (or Location **148** if Location **135** is removed from the game), place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth, and Magic to 2. Each Character loses all Exp and discards all Items but 1.

Chapter 6 – prepare the Location **132** or **155** (choose only one of them), place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth, and Magic to 1. Each Character loses 1 point of an Attribute of their choice.

Chapter 7 – prepare the Location **118**, place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth, and Magic to 2. Each Character loses all Exp.

Chapter 8 – prepare the game space, as described in Verse 605. Then, each Character resets their Food and Magic to 6, and Wealth to 2. Each Character loses all Exp.

Chapter 9 – prepare the Location **185** and place all Characters there. Then, each Character resets their Food and Magic to 10, and Wealth to 2. Each Character loses all Exp. Gain the "**Mind-numbing Draught**" Item.

Chapter 10 – prepare the Location **132**, place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth and Magic to 3. Each Character loses 1 point of an Attribute of their choice and loses all Exp.

Chapter 11 – prepare the Location **111**, place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth, and Magic to 3. Each Character loses 1 point of an Attribute of their choice and loses all Exp.

Chapter 12-15 – prepare the Location **121** or **132** or **140** (choose only one of them), place all Characters and a Menhir there and set its Dial to **7** (-1 per Character). Then, each Character resets their Food, Wealth, and Magic to 3. Each Character loses 1 point of an Attribute of their choice and loses all Exp.

Then, resolve the Start of the Day and continue the game.

IMPORTANT: using the All-mother's Mercy does not roll back time! Your actions may have already changed the world and cannot be rolled back. Therefore, it may be impossible for you to play Chapter differently than on your first attempt.

507

508

"No!" Morgaine cries out. "Don't you see what he's trying to do? If you remove the sword, this Kamelot will drown in the wyrdness, with us inside. The heart of Tuathan will belong to the Fore-dwellers once again. You will undo everything humans stood for!"

As she speaks, her knight moves toward you. You have little time to decide.

- **Continue to remove the sword from the stone** – go to Verse 456.
- **Step back and let Morgaine and Arthur settle this between themselves** – go to Verse 520.

512

"I've been looking for you," a breathless man shouts, approaching you. "I'm supposed to deliver this."

The courier gives you a letter with a wax seal representing the Grail. You break it and start reading: "The Order of the Round Table calls for your presence in Kamelot, where you will be rewarded for your contribution to our cause."

Gain part 8 of the "**Restoring the Order**" status.

New task: Return to Kamelot (**190**) and attend the meeting of the Round Table to conclude this storyline.

513

Go to Verse 756.

515

As you wander through the plains shrouded in ominous mists, you see a lone figure kneeling before the tilted menhir. A spear protrudes from the ground nearby. A pouch full of scrolls and candles hangs from the shaft together with a magnificent saber. When you come closer, you recognize the figure: Cosuil!

The woman turns around and smiles. She seems tougher, stronger, and more experienced than before. She greets you like an old friend and asks you to give her a moment. She prepares a ritual you know well – she tries to rekindle this menhir. She does everything correctly, but the ritual doesn't work. She lacks the required magic; you can quickly tell that.

- **Infuse the Menhir with your power** – pay 2 Magic and go to Verse 359.
- **Don't do anything** – go to Verse 229.

520

Morgaine slowly walks toward the behemoth, Gaheris by her side.

"What you're attempting here won't fix the mistakes of the past," she says to Arthur. "What was done was done. We must focus on the present to build a better future. Your knights were wrong to wake you. Go back to sleep, my king."

Arthur lets out a single, bellowing roar, and stands between Morgaine and the sword. With sadness in her eyes, Morgaine turns toward you.

"Please. Help us put him to rest this final time. In exchange, I promise to tell you everything about this place. About your origins."

Arthur is unable to respond, but he looks at you and once more softly gestures toward Excalibur, embedded in the block of wyrdstone.

- **Accept Morgaine's deal and attack Arthur** – go to Verse 541.
- **Change your mind and attempt to draw the sword** – pick a Character who will attempt this and place a Quest token on their Character Tray to mark your choice. Go to Verse 508.
- **Do nothing and leave** (this ends your Chapter!) – *You walk out of the room, and then out of the citadel. This is not your story.* Go to Verse 610.

521

You reach a closed wing of the castle and discover it is home to several women of all ages. All of them have their hair dyed black. As you enter their study, many of the younger read and learn from old codices, while older ones tutor them on matters of politic, statecraft, witchcraft, and war. They are shocked by your sudden appearance. Then, one of them, the oldest, approaches you and calls you by your name. She comes from your town! She knows who you are and explains to you what's happening here.

All these women are Morgaine. She was never the demigod she claimed to be, just a woman surrounded by supernatural, immortal powers such as Arthur, the Pale Lady, and the everlasting Round Table. She had to do what she could to remain and be a pragmatic counterweight to these forces. She had to survive longer than a mere human life.

That's why, for centuries, Morgaines gathered the most intelligent and gifted girls from all over the island, bringing them to this secret school that both trained their replacements and served as their council. Under close guard, and with the help of dark arts, Morgaines managed to keep this elite school a secret.

If you **have** part 2 of the "**Pathfinder**" status and **don't have** part 2 of the "**Final Confrontations**" status, go to Verse 472.

If you **have** part 3 of the "**Pathfinder**" status, go to Verse 316.

Otherwise, you retreat from the study. Exploration ends.

522

The village is in a better state than ever. People are moving briskly and children are playing in the village square. You are greeted by a pair of aged men who thanks you for showing them the proper way of living. When you walk away, you see them smiling and holding hands.

Each Party member gains 2 Exp and 3 Rep. Go back to Verse 12 in the Whitening (**107**) Exploration Journal.

523

Go to Verse 756.

524

You squeeze through the corridor filled with debris and end up in an open space with dark-skinned bodies in yellowish robes lying on the floor. These must have been the priestesses of this place. Suddenly, one of the corpses starts moving!

Each Party member gains 1. Resolve the "**Bog Maiden**" green Encounter (Difficulty 3).

Then, Exploration ends – other bodies begin to rise, and they are soon too numerous to fight. You must return later.

525

"I've been looking for you," a breathless man shouts approaching you. "I'm supposed to deliver this."

The courier gives you a letter with a wax seal representing a sickle. You break it and start reading: "The Council of Commons requests your urgent presence in the Free Borough of Kamelot."

Gain part 8 of the "**Fall of Chivalry**" status.

New task: Return to Plagued Borough (**138**) or Quiet Borough (**142**) and attend the meeting of the Council of Commons to conclude this storyline.

526

It turns out you visited Amergin just before the druids performed the final ritual. You decide to stay and see it through. Amergin leads some of his most experienced druids to the battlefield, where you first spotted the preparations. The rite is surprisingly short.

Dead, rotten bodies begin to shiver, and then stand up. You see smiles on the druids' faces, but then terror. Dead bodies fall to the blood-soaked ground, and the wrathful spirits attack. It wasn't reasonable to let an amential Archdruid raise dead.

Each Party member gains 3, loses 2 and gains 2 Exp. Then, resolve the "**Slaugh**" purple Encounter (Difficulty 4). Start Combat with 4 markers in Combat Pool. Gain part 2 of the "**Glen Ritual**" status. Then, Exploration ends.

530

You barely recall what happened later. The blue sky of the human world was so close, but your strength faded even faster. Eventually, you lost consciousness.

You wake in a small infirmary, on a low bunk, choking on the smell of healing herbs and incense. A bearded face that seems somehow familiar leans over you. Have you met him? Or is your memory corrupted by your long stay in Tuathan?

"You took your sweet time, you know. The commander started doubting my skills."

You nod to Orrin, the last Merlin's apprentice in Avalon, as you're too weak to say anything. He continues:

"You were found at the mouth of the Valley of Guardians, half-naked and half-dead. The patrol thought you were some new wyrdspawn and wanted to finish you off. Fortunately, the commander of the Longbarrow was wiser. A lot has happened since you went into Tuathan but we'll speak of it later. For now, rest and regain your strength."

Each Character discards all but 2 Items (do not include any Secrets!). Each Character gains 4 loses 4 and places their marker on the highest possible slot (limit still applies). Gain the "**Winds of Wyrdness**" status. Discard the "**Disturbed Rest**" Secret card (**67**).

Create your starting section of the map:

1) Remove all Tuathan location cards from the table, including the Heart of Tuathan.

2) Place the Longbarrow Location card (**151**) in the middle. Place all Characters there.

3) Attach the Valley of Guardians (**150**), and Serene Visage (**132**) to Longbarrow.

4) Place a Menhir in Serene Visage and set it to **8** (-1 per Character).

Now, go to Verse 7 in the Book of Secrets.

531

The tunnel is long and winding. Porous, strangely warm wyrdstone seems to squeeze you tighter and tighter. The thought that the walls will eventually close around you, and that you will be stuck in hot, humid air, screaming for help that will never come, sends your heart racing. Eventually, you see something at the other end...

Each Character with fewer than 2 gains 1. Go to Verse 605.

533

As Orrin prepares to finish the ritual, he has one last thing to say.

"You will be alone soon, wielding a power no one else in Avalon has. I will not be there to guide you, so for the sake of everything that happened, please put this power to good use."

He sighs and continues: "People of your town trusted in Kamelot. Kamelot trusted in Arthur and the Grail. But it all led to naught. They were all mistaken. We shouldn't look for our salvation behind us, in kings of old or forgotten relics. We shouldn't repeat the cycles of old. The only hope is ahead, hidden somewhere among the secrets of this island. Please, make good use of your time and tools, and maybe the fall of Avalon won't be the end of us all."

Orrin hugs you warmly and then reclines on the rough menhir-like shape. A sharp knife flashes. Blood quickly leaves the old man's body and drains into the stone. Soon, you are alone, with a faintly glowing, ominous menhir before you.

Each Character gains 1 and 2 Exp. Discard Secret card **14**. Gain Secret card **15**. One chosen Character gains Secret card **24**.

CONGRATULATIONS! You've completed this Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 11** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

541

Resolve the special "**King Arthur**" gray Encounter in Verse **609**.

550

You find the beast with its head in the cart, snarling and munching. Suspecting the worst, you make short work of it. With your heart in your throat, you approach the cart, while the woman gets in your way to thank you. Bracing for the worst, you gently push her aside and lift the canvas side of the cart. There's nothing here. Just a broken barrel of pickled herring and several packs of everyday wares. You turn in anger toward the woman.

Embarrassed and afraid, she explains she never had any children on the wagon. But the merchandise inside is all she has. Without, she'd become a homeless vagabond.

- **Rob her blind** – *There's a lot of unguarded wealth here!* Gain 6 Wealth, 4 Food, and 2 non-Companion Items. Each Party member gains 1 for each point of their . Exploration ends.
- **Demand fair payment** – *Killing a wyrdbear is not a small task. You deserve compensation.* Gain 3 Wealth and 1 non-Companion Item. Exploration ends.
- **Say goodbye and leave** – *Life is hard for her as it is.* Exploration ends

551

You spend a day patrolling the border with silent Agravain. Then, you set up the night-time ambush by the end of the valley. When a looming, four-armed figure appears in the distance, Agravain is ecstatic.

"You bring luck!" he says, unsheathing his sword.

You are less thrilled. The figure looks like one of the legendary Fore-dweller reclaimers, who were the bane of humans in the Age of Legends.

- **Escape** – *Agravain balks at your cowardice and heads into the fight alone.* Each Party member loses 1 and gains 1 . Gain part 5 of the "**Fall of Chivalry**" status. Exploration ends.
- **Fight** – draw and resolve the Reclaimer purple Encounter (Difficulty 4). Place 6 markers in the Combat Pool at the start of the fight.

  If you win, go to Verse 489 in the Book of Secrets.

  Otherwise, gain part 5 of the "**Fall of Chivalry**" status. Exploration ends.

553

You sneak into the vast room, its walls lined with shelves packed tight with tomes and codices from ancient times. In the center, there are three writing desks used to copy books. You ignore them and approach an ironclad bookcase.

You break the lock – Morgaine probably thought Kamelot's walls and her fearsome reputation would suffice at keeping thieves away. One look at the bindings of human skin assures you this is what you came for.

Each Party members loses all . Gain part 5 of the "**Final Confrontations**" status. Go to Verse 154.

555

As you approach, Arthur steps to the side, revealing what occupied him when you entered the chamber. The legendary blade, Excalibur, protrudes from the pulsating chunk of wyrdstone at the end of the room. In silence, the hulking giant presents you his hands – pierced and torn, but with nary a drop of blood. He gestures toward the sword in the wyrdstone, with its spike-covered grip you've heard so many times about.

Excalibur, the witchblade of ancient homelands, said to bring incredible power at an incredible cost, awaits your hand. However, before you have a chance to approach it, a mocking voice sounds in the dark:

"So here you are, my king. Oh, what a sight you are."

Morgaine enters the room, with a smirking knight of the Round Table, Gaheris, at her side. The king pierces you with a sad look.

"No, these fools didn't know," Morgaine explains. "I followed them since they've entered this place. I knew they would be drawn here. To their birthplace. The place where your rule failed."

Gain part 5 of the "**Burning Mystery**" status.

- **Retrieve Excalibur at Arthur's request** – pick a Character who will attempt this and place a Quest token on their Character Tray to mark your choice. Go to Verse 508.
- **Step back and let Morgaine and Arthur settle this between themselves** – go to Verse 520.

560

Each Party member gains 2 and loses 1 Item and 2 Magic. Then, each Party member must choose one of the following, in any order:

- **Save your life** – Keep a total amount of Wealth and Food equal to the sum of your two highest Attributes. Discard the rest.
- **Save your belongings** – Lose 8 reduced by the value of your highest Attribute. Keep no more than 16 Wealth and Food, discard the rest.
- **Save your friends** - Lose 2 . Keep a total amount of Wealth and Food equal to your highest Attribute. One Character of your choice doesn't have to make their own choice from this list.

Place Special Event A on top of the Event deck. Then, place 7 (-1 per Character) Random Events on top of it.

Exploration ends.

571

Orrin shakes his head with a sad smile.

"I appreciate this, I do. But if you haven't noticed yet, you're not as mundane as you think you are. Your life essence is unlike any I've seen before. Unruly. Resilient. It will not remain bound. It will find a way to leave the stone and return to the world. No. It must be me."

Each Party member gains 1 and 1 Exp. Go to Verse 533

605

Your eyes burn as you emerge into the shifting expanses of Tuathan, where structures of impossible complexity stick out of pure wyrdness in different directions. Your sense of distance fails, just like your sense of what's up and down. Gusts of warm wind bring hundreds of unusual smells. Getting anywhere here will be a challenge.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 8** Setup card and follow its instructions to begin the next Chapter!

If the Quest Dial on the "**Hunted**" Secret card (**13**) is set to:

1-2 – nothing happens

3 – gain part 1 of the "**Escalation**" status

4 – gain part 2 of the "**Escalation**" status

5+ – gain part 3 of the "**Escalation**" status

Discard the "**Hunted!**" Secret card (**13**). Your pursuer won't follow you into the city – remove the Fore-dweller model from the table. Shuffle the Fore-dweller card back into the Purple Encounter deck.

Discard the "**Quest for Elder Powers**" Secret card (**65**), if you have it. Gain the "**Disturbed Rest**" Secret card (**67**).

From now on, you travel through Tuathan. Refer to the following rules for more details.

Tuathan Rules

Starting your journey

As you enter Tuathan, shuffle all five Tuathan cards (**199**) and place them in a pile, map-side up. Take a card from the top of this pile and attach it to the Location you entered from (either Riverfall or Timberwall).

Flip this card rule-side up and place all your Characters on this card. Then, discard any other Location cards, including any active Menhirs.

You may not exit Tuathan unless the Journal says so! Any other means of Travel or Movement (including items such as Shadow-soaked Scroll) cannot take you out of Tuathan.

Progressing through Tuathan

Tuathan Location cards are not connected to one another. To progress deeper into (or out of) this city, you will have to perform the second action found on the back of your Tuathan Location. This action requires Quest tokens, representing your knowledge of the city, that you can gather from random events visited with the help of the first action.

IMPORTANT: each Tuathan Location card also modifies one basic rule of the game. These changes apply from the moment you flip the card rules-side up, to the moment your Character leaves the card and flips it back.

Menhirs in Tuathan

There are no Menhirs in Tuathan. You are submerged in primal wyrdness. All locations cards stay on the table until you are asked to remove them. However, you do NOT lose , and do NOT gain due to being outside of the Menhir range. This effect is replaced by more specific rules on Tuathan Location cards.

Events in Tuathan

Whenever you draw a Random Event in Tuathan, discard it face-down without reading or resolving its rules.

In Tuathan, Random Event cards only serve to count the days of your travel.

IMPORTANT: numbered Story Event cards or special Events are still resolved according to normal rules.

Resting in Tuathan (2-4 Characters only)

Strange things happen whenever you try to rest in Tuathan. Replace the standard Rest procedure with the following:

Eat 1 Food. If you **don't have** enough Food or you do not want to eat it now, drop your to 0. If it's already at 0, lose 1 instead.

Now, roll a die twice (you can't modify these rolls), first for your , then for your , and check the following results:

1-2 – Gain 1 point
3 – Gain 2 points
4-5 – Lose 1 point.
6 – Gain 1 Resource (Food, Wealth or Magic) of your choice.

Now, continue your game!

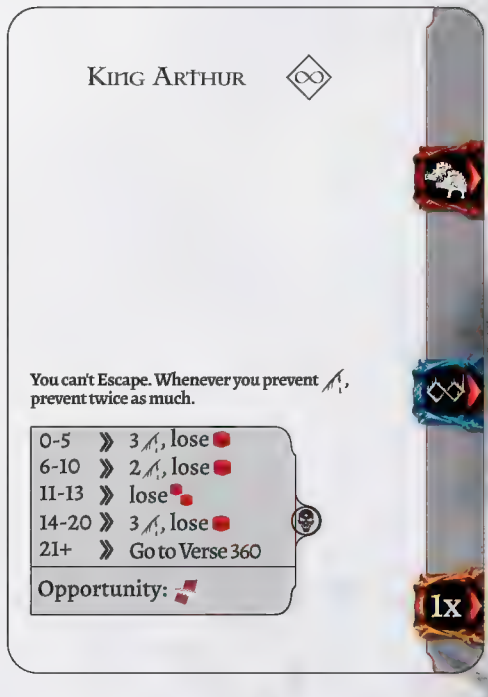
609

You can't Escape from this Combat, even as a result of the "**You Are Dying!**" card.

You must fight to the death!

If you run out of Combat cards during this Encounter, take all your Combat cards (from the Sequence and discarded ones), shuffle them – they are your new Combat deck and continue the Encounter.

When the Encounter ends, go to Verse 360.


King Arthur
You can't Escape. Whenever you prevent , prevent twice as much.
0-5 » 3 , lose
6-10 » 2 , lose
11-13 » lose
14-20 » 3 , lose
21+ » Go to Verse 360
Opportunity:
1x

610

If you **don't have** the "**True Grail**" Secret card (**7**), go to Verse 612. Otherwise, read on:

There's only one piece of the puzzle left: the warm, golden chalice resting in your hand. What do you want to do with it?

- **Leave the Grail behind, as Pale Lady asked you to** – *Before leaving the castle, you put the Grail in the slot above the throne.* Discard the "**True Grail**" Secret card (**7**), then go to Verse 612.
- **Keep the Grail and go on** – go to Verse 612.

611

You did what you could, searching the island high and low. Now, it's time to put your new knowledge to use.

CONGRATULATIONS! You've completed your current Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 14** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

612

It's time to leave Tuathan and return to your world. You have a feeling it won't be an easy trek.

If you **have** the "**True Grail**" Secret card (**7**) **OR** if you don't **have the** "**Excalibur**" Secret card (**78**), you feel something stirring around you in Tuathan – gain the "**Reclamation**" status and Secret card **4**.

Remove all Tuathan cards from the table, including the Heart of Tuathan (185). Reshuffle all Tuathan cards, then place one on the table and put all Characters there.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

622

Have you done enough? And how much is enough when the world itself crumbles around you? You already did more than anyone expected of you. Yet, it's hard to silence a constant voice in your head reminding you there are still those who could use your help.

Do you want to proceed to the final Chapter of this Campaign?

- **Yes** – go to Verse 623.
- **No** – continue the game.

623

CONGRATULATIONS! You've completed your current Chapter! One chosen Character gains Secret card **24**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 15** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

625

As you wonder if his faint smile is the only answer you'll ever get, the king speaks.

"You are just like I was. You think there's a riddle, some ultimate question you must answer, a quest you must complete. But what if the riddle is the very question? So, tell me, traveler, what question do you have?"

- **Ask if he's really Arthur** – go to Verse 234.
- **Ask what he was doing in the Heart of Tuathan** – go to Verse 338.
- **Ask why he came here** – go to Verse 479.
- **Ask what this place is** – go to Verse 513.
- **Ask how to leave this place** – go to Verse 523.
- **Ask about his connection to the Pale Lady** – go to Verse 766.

630

You approach the cauldron ad find a man who died inside it. His skin has flaked off, leaving black wounds and dried blood. Unfortunately, the cauldron is cracked and full of holes someone must have stolen the golden fillings that the man from Fernsea used to fix it.

- **Melt your valuables and repair the vessel** – pay 10 Wealth and 1 to gain part 3 of the "**Black Cauldron**" status, then make another choice.
- **Try to use the cauldron** (requires part 3 of the "**Black Cauldron**" status) – go to Verse 733.
- **Leave this place** – Exploration ends.

643

Ultan's warriors raze the castle, empty its cellars, and put its vast, empty rooms to the torch. As you watch the fire ravaging the age-old halls, you can't help but wonder whether what you witness now is the end of an era. But what comes next?

Gain part 3 of the "**Final Confrontations**" status and part 7 of the "**Left Behind**" status.

Then, choose one:

- **Loot with them** – roll a die and add your : you gain that much Wealth. Then, go to Verse 316.
- **Enter the inner chambers** – *In the chaos like that, the private chambers of Morgaine, normally locked and closely guarded, should be an easy picking.* Go to Verse 521.

651

You explain you have never heard of anyone who raised an army of the dead and lived long enough to see the planned results. Additionally, you always thought that druids were dedicated to helping everything die to live again, not to make this cycle stall and stop forever. Amergin looks at you with a stupid expression and then nods slowly. He agrees he didn't think of it this way. He promises to stop the preparations.

Gain part 2 of the "**Glen Ritual**" status. Each Party member gains 1 Exp and 1 Rep. Exploration ends.

652

You enter the dark corridors filled with a foul stench. You step over a drowned man in rags, his body bloated and bearing symptoms of the Red Death.

- **Go through the rubble-filled corridor** (each Party member pays 1) – go to Verse 524.
- **Dive into the flooded tunnel** (each Party member pays 2) – go to Verse 692.
- **Leave** – Exploration ends.

665

Attach the Orrin's Resolve card (**180**) to your current Tuathan card and move all Characters there. Exploration ends.

666

It's been too long. You feel your body succumbing to the powers of wyrdness. Your mind is foggy. Your senses play tricks on you. Something seems to be crawling inside your belly, deep under the skin and muscle, as if your organs switch positions.

Crawling on your knees, you look up with desperation only to see a familiar sight. Two rows of ancient statues loom in the clouds of wyrdness the Valley of Guardians. You've reached the end of Tuathan!

Invigorated by this discovery, you rise and start walking. The statues draw closer. The sky at the end of the valley grows clearer. Then, you notice a dark silhouette in the middle of the vale. Four arms extend from it, each wielding a different weapon. The howling wind tugs at rags and bandages.

You recognize the same Fore-dweller warrior who stalked you for so long in the human world. You hoped that after all that happened your pursuer would give up. Apparently, it didn't. Now, it blocks your only way out of this hellish place. There's no way around it. This will be your final confrontation.

- **Desperate prayer** – *You feel too weak to tackle this horrific enemy. In desperation, you decide to sacrifice everything you have to every god you know. The wyrdness coils around your body. You are reinvigorated.* Each Character discards all their resources, restores all and loses all . Then, make another choice.
- **Drain Magic from the refined soulmass** (discard Secret card **18**) – *You won't need it after this.* Gain 10 Magic. Each Party member gains 3 . Then, make another choice.
- **Try to communicate with your pursuer** (only if you **don't have** the "**True Grail**" Secret card (**7**)) – go to Verse 696.
- **Fight** – read on:

Resolve the "**Fore-Dweller**" purple Encounter (Difficulty 4). If you **have** any part of the "**Escalation**" status, this following Encounter gains the following Traits:

part 1 – Each Character can only play up to 3 cards during their Activation.

part 2 – Each Character can only play up to 3 cards during their Activation. Each Character Panics during the whole Encounter, regardless of their .

part 3 – Each Character can only play up to 2 cards during their Activation. Each Character Panics during the whole Encounter, regardless of their .

If you win, each Party member gains 2 Exp, then go to Verse 530. Otherwise, Exploration ends – Characters remain on the last revealed Tuathan card and will have to Explore Tuathan again until they gather enough Quest tokens to return to the Valley and win.

692

You dive into the pitch-black water. The swim doesn't take long, but it is a harrowing experience something slimy brushes against your skin, and the water has a taste of rotten flesh. Finally, you are on the other side. The chamber seems small, with the gigantic cauldron in the center of it.

- If you **have** part 3 of the "**Black Cauldron**" status, go to Verse 733.
- If not, but you **have** part 2 of the "**Black Cauldron**" status, go to Verse 630.
- Otherwise, Exploration ends.

696

Enough senseless bloodshed! You are sure you and this strange hunter could come to terms.

Resolve the special "**Fore-dweller**" blue Encounter on the edge of this Page. Items and Secret cards have no effect in this Encounter

If you win – go to Verse 530.

Otherwise – Exploration ends. Characters remain on the last revealed Tuathan card and will have to Explore Tuathan again until they gather enough Quest tokens to return to the Valley and win.

700

Thus, ends your story. From the poverty of your farmhold, you traveled through forests, hills, cities, and courts, across battlefields and sieges, through places of desperation and treachery, and into the realm of the Fore-dwellers.

Although your journey ends, your actions leave an everlasting mark on the history of Avalon.

You have finished the Fall of Avalon Campaign!

- If you **have** part 7 of the "**Final Confrontations**" status, go to Verse 710.
- If you **have** part 8 of the "**Left Behind**" status, go to Verse 725
- Otherwise, go to Verse 720.

701

Thanks to the saving grace of the Allmother, you have prevailed in your journeys. But real travelers rely only on their own strength and wits, and while the Goddess helped you, there were other matters she had to leave unattended...

Suggestion: Destroy or cross out your Save Sheet. Only sagas achieved without any help should be carried over to the next campaigns.

Go to Verse 801.

710

The trust Cuanacht's folk put in their champions eventually paid off. Without the Menhir, the town itself was lost, but its people and traditions lived on and thrived in a new place, safe from wyrdness and its creatures.

If you **have** part 8 of "**Restoring the Order**" status, go to Verse 730.

If you **have** the "**People's Champion**" status, go to Verse 740.

Otherwise, go to Verse 745.

713

You slowly approach the group preparing to charge the Valley. Each knight of the Round Table sits atop their warhorse, followed by a handful of Kamelot's soldiers. As soon as they notice you, Lancelot smiles.

"I knew you would come," he says.

Then, he turns to his comrades and speaks loudly:

"Before us now many of you tremble in the face of such power. Yet six hundred years ago, men and women like us, made of flesh and bone, came here in their wooden ships and did the impossible. Today, I only ask you to do the same.

"Today, we strike at the heart of our enemies. We aim to drive a blade deep into the city, buying our people more time to consolidate and build defenses.

"There will be no way back. Six hundred years ago, Arthur retreated from Tuathan. We will not retreat until the last of us draws a final breath. It will be an end befitting the Round Table."

Knights cheer loudly, and Lancelot turns to you.

"Now, I must bid you farewell," he says in a soft tone. "I know you'd come with us if I asked, but I have to leave this choice to you. We have our duty to the king and the realm. You have your duty to the people of the island. Whatever your choice, you have our utmost respect."

Knights nod to you one by one. They don their helmets; a trumpet rings, its silvery sound echoing between monstrous figures surrounding the Valley. And then, a glittering arrow, a thin line of steel charges into Tuathan, growing smaller and smaller, until it becomes just a silver lining between the darkness of the vale and the boiling sky.

- **Follow the knights** (this ends your Campaign!) – go to Verse 700.
- **Stay** – go to Verse 748.

BoS

715

Are you sure? Settling in with your Crude Menhir in your allied city will finish this Campaign.

- o **Yes** (requires all Characters) – Gain the "**End of the road**" status. Go to Verse 700.
- o **No** – Exploration ends.

717

Go to Verse 700.

720

The town of Cuanacht did not fare well. Its champions performed many brave deeds across the island, yet they never found a way to save their home.

Left to fend for themselves, the people of the farmhold defended their land to the bitter end. When the encroaching wyrdness and rampaging beasts proved too much for them to handle, they made their final stand in the shadow of the Forlorn Swords.

If you **have** part 8 of the "**Restoring the Order**" status, go to Verse 730.

If you **have** the "**People's Champion**" status, go to Verse 740.

Otherwise, go to Verse 745.

725

Cuanacht was erased from history, its buildings claimed by wyrdness and its people annihilated. Soon, no one even remembers this strange name.

If you **have** part 8 of the "**Restoring the Order**" status, go to Verse 730.

If you **have** the "**People's Champion**" status, go to Verse 740.

Otherwise, go to Verse 745.

730

The reformed knights of the Round Table knew they had little hope of stopping the rising power of Tuathan and the coming wyrdness. But they could do something to slow it, hopefully long enough for the people of the island to find shelter. Led by Lancelot, they charged through the Valley of Guardians, a thin line of shining steel and flapping banners, into their final battle — never to be seen again.

Go to Verse 745.

733

The golden veins of the cauldron glow with an inner light. The vessel seems welcoming.

- **Take a healing bath** (discard Secret card **32**) – Any party members with Secret cards **66** may discard them and lose all . Then, Exploration ends.
- **Meditate in front of the artefact**– each Party member gains 2 and loses 2. Then, Exploration ends.
- **Leave** – Exploration ends.

734

Unlike the whimsical nature of this place, the vision you slumber into feels remarkably tangible. The golden air of this place suddenly feels cold. Your bed of weeds gets unpleasant. You stand. The forest is now in razor-sharp focus. The castle is gray and muted. You walk a hundred paces forward, and soon it is gone.

Remove all Quest tokens from this Location. Attach Location **155** (Forest of Whispers) to its left edge. Move all Characters there. Exploration ends.

737

The winds are favorable today, and the boat is swift. Avalon quickly disappears in the mists behind you, while before you, a gloomy ocean opens its infinite spaces. As your adventure ends, another, even stranger one begins.

Go to Verse 700.

740

With the Round Table out of the picture, the Council of Commons made the most of the chaos enveloping Kamelot. They riled people against the rulers of the castle and took it in a surprise attack. There, they ruled as best they could, replacing the old customs and laws of Homelands with new ones, better suited to this grim, fallen world.

Go to Verse 745.

745

If you **have** the "**Matricide**" status, go to Verse 760.

If you **have** the "**Reclamation**" status, go to Verse 750.

If you **have** fewer than 2 parts of the "**Remnants**" status, go to Verse 750.

Otherwise, go to Verse 755.

748

You are left alone on the border of Tuathan, in dead silence. Your eyes dry, and you know it is time to move on. This may be the end of the Round Table, but this is not the end of your saga.

Gain part 1 of the "**Lost and Fallen**" status. Exploration ends

750

Pale Lady eventually left her dried lake. Sorely disappointed in humans, she realized the full extent of her failings. Six hundred years ago, when she decided to support Arthur in the war against her own kind, she never believed humans would be so petty, short-sighted, and evil.

Traversing the lands ravaged by wyrdness, she arrived on a shimmering beach where Fore-dwellers who no longer wished to exist came for millennia. As she severed the link between her soul and

her body in the first light of the rising sun, her final thought went toward her son: a Fore-dweller prince murdered by his political enemies, exiled to the lower place of existence and reincarnated as a man – a man now trapped beyond life and death.

In her last moment, Pale Lady hoped that unspoken eons would eventually reconnect them in the afterlife.

Go to Verse 760.

753

With a mysterious smile, Morgaine tells you the story of a group of travelers who six hundred years ago followed Arthur into Tuathan and witnessed the creation of his malformed echo of Kamelot. Then and there, something happened even Morgaine does not understand – the essence of these travelers became immortal and bound to Avalon. Since then, the travelers have returned each generation, under different names, and in different bodies. Morgaine claims you are the next embodiment of these essences. Your souls are unlike any other, though their origin and purpose remain a mystery.

You realize Morgaine was not truthful when she promised you answers. In the end, she gave you only a sliver of knowledge and a barrelful of new questions. Still, honor demands you to let her free now.

Exploration ends.

755

When reclaimers eventually reached the lands surrounding the dried-up Mirror Lake, they never expected resistance. They were shocked to discover this place was a home of a fierce, mysterious warrior of their own race who killed many of them in surprise attacks.

Clad in wyrdsteel plate, welding terrifying magic and ancient weapons, Pale Lady conducted a lone war against the incursion of Tuathan, aiding the last pockets of humanity in the process.

When the rulers of Tuathan finally sent one of their high priests to negotiate her surrender, Pale Lady refused to lay down arms and told him the deeds of human champions taught her never to lose hope. Even in these dark days, she was sure humanity would not end with the fall of Avalon.

Go to Verse 760.

756

"A trivial question, and one that you could answer yourself," the fisher king sighs.

Feeling a pang of shame, you're ready to stand up and depart, when he stops you one last time to say:

"You have achieved much. Your tale is the tale of a true hero – a lowborn who rises to the grand quest that transforms them? But being the hero is not all. Come back to me with the right question."

Gain Secret card **90**. Place 1 Quest Token on this Location Card.

Hint: You may find two other cards you require in the other two campaigns: The Last Knight and Age of Legends.

Exploration ends.

760

If you **have** at least 4 parts of the "**Remnants**" status, go to Verse 765.

If you **don't have** the "**End of the Road**" status, go to Verse 770.

Otherwise, read on:

Your new home resists the wyrdness, bolstered by its battle-hardened defenders and wise leadership. You are revered until your death, and your crude menhir sits proudly in the middle of the settlement – proof humans will always find a way to beat impossible odds. A hope for a better future.

Go to Verse 780.

765

As years passed, wyrdness and Tuathan's offensive claimed back most of the island. However, humanity survived in some isolated pockets, each with its own version of your saga.

Go to Verse 780.

766

Go to Verse 756.

770

As for you, your fate remained a mystery. Centuries later, adventurers and scholars still pursued faint clues, hoping to one day discover what happened to one of the greatest champions Avalon has ever known, and the crude menhir in your possession.

Go to Verse 780.

771

If the "**Farshire**" Location (**116**) is revealed, place all Characters on this Location and all Characters Pass for the rest of the Day. Exploration ends.

Otherwise:

- Discard all Location cards.
- Place the "**Farshire**" Location (**116**) on the table.
- Attach Locations **106**, **111** and **118** to the appropriate edges of the "**Farshire**" Location.
- Place a Menhir model on Location **106** ("**Fore-dweller Mounds**") and set its Dial to **8** (-1 per Character).
- Place all Characters on the "**Farshire**" Location without resolving ⚡ rules.
- All Characters Pass for the rest of the Day.

Exploration ends.

772

If the "**Halfway**" Location (**152**) or **"Halfway Meeting"** Location (**158**) is revealed, place all Characters on this Location and all Characters Pass for the rest of the Day. Exploration ends.

Otherwise:

- Discard all Location cards.
- Place the "**Halfway**" Location (**152**) on the table. Place a Menhir model on this Location and set its Dial to **8** (-1 per Character).
- Attach Locations **133**, **153** and **160** (or Location **165**, if Location **160** is not available) to the appropriate edges of the "**Halfway**" Location.
- Place all Characters on the "**Halfway**" Location without resolving ⚡ rules.
- All Characters Pass for the rest of the Day.

Exploration ends.

773

If the "**Quiet Borough**" Location (**142**) is revealed, place all Characters on this Location and all Characters Pass for the rest of the Day. Exploration ends.

Otherwise:

- Discard all Location cards.
- Place the "**Quiet Borough**" (**142**) Location on the table.
- Attach Locations **115** and **190** to the appropriate edges of the "**Quiet Borough**" Location.
- Attach Location **140** to the bottom edge of the "**Quiet Borough**" Location.
- Place a Menhir model on the **140** Location and set its Dial to **8** (-1 per Character).
- Place all Characters on the "**Quiet Borough**" Location without resolving ⚡ rules.
- All Characters Pass for the rest of the Day.

Exploration ends.

777

You feel weary and tired. In the months following your departure from Cuanacht, you've chased the Grail, escaped Fore-dwellers, and brushed arms with the highest powers of Avalon. You've changed history and earned an everlasting presence among the sagas of the island. Yet, nothing you did stopped the fall. Perhaps that was to be expected? After all, what could a lowborn from a distant village hope to accomplish that knights, sorcerers, and even Arthur himself couldn't?

Yet, you're not ready to give up. If the fall of Avalon cannot be averted, you can at least make sure its people survive. With the menhirs gone and all major trails cut off by wyrdness, only you can bring hope to forsaken communities throughout the world and lead them to safety.

After all, what good are the sagas if there's no one left to tell them?

CONGRATULATIONS! You've completed your current Chapter! Each Character gains 2 Exp. One chosen Character gains Secret card **24**. If there are 2-4 Characters, gain Secret card **4** and Secret card **42**, if you don't have them yet. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

780

If you **have** the "**Saved by the Goddess**" status, go to Verse 701.

Otherwise, go to Verse 801.

801

Thank you for playing!

Tainted Grail: The Fall of Avalon Campaign

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We hope you will return to Avalon to experience other parts of this story and discover more endings! **Remember:** this is not how the journey ends; this is just a beginning.

Remember to **keep your Save Sheet!** The Last Knight and Age of Legends Campaigns will read its statuses to import the choices you made throughout the Fall of Avalon.

Go to Verse 1.

Tutorial Exploration Journal

Tutorial Exploration Journal

101 Cuanacht Farmhold

Exploration Journal entries for most Locations in Tainted Grail start with an introduction that leads to your decisions. Read the Location introduction first:

A deep feeling of loss pervades Cuanacht – from dilapidated farms to the sunken eyes of those who remain in town. The menhir in the market is nearly extinguished. Still, this place is the only home you ever knew.

Now, you're ready to choose what to do in this Location. Below are two options redirecting you to different Verses (paragraphs). Each has a requirement. The first time you come here, you are only able to choose the first option, because the second one requires a specific part of a status (story-trigger) marked on your Tutorial Save Sheet. If you are here for the second time, you should already have part 2 of the required status, so only the second option is accessible to you.

Make your choice now:

- **Speak with your master** (only if you **don't have** any part of the "**Surprising Errand**" status) – go to Verse 1.
- **Complete your mission** (requires part 2 of the "**Surprising Errand**" status) – go to Verse 2.

1

Erfyr is up earlier than usual. As you enter, he hides a large pack behind a curtain and turns to you with a wide smile.

"You here, lad? Good! Hope you're ready to stretch your legs a bit? I hear a star fell near Whitening, and a local tanner picked it up. It's a solid ingot, large as your dingy head. I'd rather not have it fall into the hands of some other smith."

You nod. Falling stars are a bad omen for most simple folk, but they always excite blacksmiths and armorers. After all, the legendary Excalibur was forged from one of these cold shards of distant skies.

Soon, you depart, walking down the sloping fields toward the mist-covered forest, with some rations, your trusty hammer, and a purse of silver Erfyr gave you. Before stepping into the shadow of the trees, you take one last look back at the ancient statue towering above shacks and houses.

How much longer can this tired, old thing protect Cuanacht?

Gain part 1 of the "**Surprising Errand**" status. Gain 1 Wealth. Exploration ends.

You have gained your first story-related status. Mark it on your Tutorial Save Sheet or write it down on a piece of paper. **Beor** also gains 1 Wealth. Take 1 universal marker and place it in the Wealth slot of **Beor's** Tray. After that, Exploration ends. You should return to the game – go to **Part 3: First Travel.**

2

You enter Cuanacht exhausted and in pain, yet even in this condition, you quickly realize something happened in your absence. Many sad-eyed townsfolk walk the streets or argue in small groups. Startled, you look towards the menhir, but it seems fine, surrounded by ribbons flapping in the wind. There's no wyrdness in Cuanacht. So, what could draw all these people out of their houses?

As you approach the forge, you almost stumble upon the boy who usually delivered Erfyr's messages.

"They're gone," the boy tells you. "They left at the break of day. Erfyr wants you to take care of his workshop."

You stumble into the building only to find it empty, save for a note lying on the workbench, held securely in place by a heavy ingot of star iron. Three times you attempt to read the parchment, your eyes watering from helpless rage. It says Erfyr left Cuanacht without you, traveling with Lord Yvain, Fael, Aubert, and Neante. They head for Kamelot, where they hope to find help for your town. You were deemed too weak for this journey – not good enough.

As silent rage grows within you, gone are the exhaustion and the pain. You leave the forge and look to the East. Somewhere there, behind rolling mists, clouds of wyrdness, and dangerous trails, the Cuanacht Champions journey on.

You're sure you will find them.

Each Party member gains 1 .

CONGRATULATIONS! You have finished the tutorial scenario. You will find Erfyr's letter in the game box – it will prepare you for the first Chapter of the Fall of Avalon Campaign.

Good luck in the bleak world of **Tainted Grail!**

102 Hunters' Grove

As you walk into the shadow of the Hunter's Grove, your heart beats faster, and your wound burns. You died not far from here, two weeks ago, though it took some time for you to realize that. You try hard to not think about those events, humming your favorite tune to chase away the memories.

Dream

In your dream, you return to the dark ravine, deep in the Grove. Like many others, you search for a little girl who went missing in Cuanacht. Instead, you find a mass of what look like tangled black snakes crawling across the moss-covered stone. The mass rises on countless black legs and rushes at you. For a split second, you see the horrific truth: what charges is a malformed, overgrown, beating heart on countless legs of blackened veins and arteries. It opens its circular maw, full of lamprey-like teeth.

Next moment, it's on top of you, ripping into your side and trying desperately to push itself into your chest. With all your strength, you pull it away from the wound, throw it to the ground, hold it in place with your boot, and crush it with a swing from your hammer.

Then, you wake up, alone in the forest, shivering. The wound burns again. You asked the the village priestess and herbalist. You tried many remedies and quaffed foul-smelling mixtures. Still, the wound festers, turning black.

You try to fall asleep, but your mind dwells on what fate awaits you – and whether a thing like the one that killed you will emerge from your chest once you die.

Lose 1 . Gain 1 .

The prophetic dream caused **Beor** to lose a point of and gain a point of . Move the markers accordingly. After reading a Dream or a Nightmare, continue the game – in this case, go to **Part 8: Start of the Second Day.**

Nightmare

Whenever a Character's Terror is in the red zone of the Terror Track, sleeping in Locations with the icon causes Nightmares instead!

107 Whitening

The hole is here, as always, gaping at the heart of Whitening. The white lichen that gave this town its new name seems to grow out of it. It covers the walls of the nearby halls with a thick coat. Only close up one can discover it is, in fact, a layer of small, sparkling crystals; like sea-salt on the wooden posts of a pier. As you inspect it, several people watch you suspiciously.

You shrug your arms to show them you're not interested in their secrets.

Go to Verse 7.

1

If you're reading this, you misunderstood instructions from this Location's introduction. It sent you to Verse 7, so you should go there

5

Your questions spur no kindness, so instead of relying on them, you approach the guardian menhir to see it for yourself. It looks like the one in your town, but something is off. The sensation you experienced around Cuanacht's monument, an indescribable feeling that the world is suddenly more in focus, is gone.

So, the rumors were true. Whitening's Menhir is now a dead piece of stone.

Gain 1 and 1 Exp. Go to Verse 7 and make another choice.

7

There's no love lost between Cuanacht and the Whitening. You shouldn't stay here too long.

- **Visit the village tanner** – go to Verse 9.
- **Ask Whiteners about their Menhir** – go to Verse 5.

9

You ask around about the tanner Erfyr wanted you to find, and draw some strange looks. Finally, someone tells you this man moved out several months ago. Angry and confused, you reach the tannery, only to find the building abandoned and covered in cobwebs. What's going on? Was this a cruel joke?

Gain 1 . Gain part 2 of the "**Surprising Errand**" status. Exploration ends.

Gain a point of , then mark the second part of the status on the Tutorial Save Sheet and continue the scenario – go to **Part 13: The Way Back.**